SONIC™
THE HEDGEHOG

THE COMPLETE SONIC COMIC ENCYCLOPEDIA

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TABLE OF CONTENTS

CHOOSE YOUR CHAPTER!

SONIC AND THE FREEDOM FIGHTERS

The Heroes of Mobius Prime!....Pages 4-13

KNUCKLES AND THE CHAOTIX

Protectors of Angel Island!....Pages 14-21

ROYALTY AND GOVERNMENT

From little Acorns doth mighty oaks grow!....Pages 22-28

FRIENDS AND FAMILY

Friendly faces and familiar friends!....Pages 29-34

KNUCKLES' LEGACY

Angels whom the guardians protect!....Pages 35-44

GODS OF MOBIUS

Face to faith with those who walk!....Pages 45-46

SHADOW AND G.U.N.

Dark justice and antiheroes!....Pages 47-52

FREEDOM FIGHTERS OF THE WORLD

Freedom is the fight of all sentient beings!....Pages 53-68

CHOOSE YOUR CHAPTER!

THE EGGMAN EMPIRE

He's got the master plan!..Pages 69-82

THE WICKED ECHIDNAS

And they answered, "I am Legion, for we are many"............Pages 83-88

VILLAINS OF PLANET MOBIUS

The sun also shines on the wicked!..Pages 89-104

OTHER WORLDS

Come along on a journey through time and space!.........Pages 105-122

MAGICAL TALISMANS

7 Emeralds + 50 Rings: Jump up and Press "A"!............Pages 123-127

MOBIAN TECHNOLOGY

Tools and innovation from across the globe!.................Pages 128-136

THE WORLD OF MOBIUS PRIME

Planetary Pieces: A world of Sonic Adventure!............Pages 137-154

MOBIUS TIMELINE

The history of the world in 31 acts!................................Pages 155-185

THE FUTURE ?...

Dreams (and nightmares) of a future absolution.........Pages 186-191

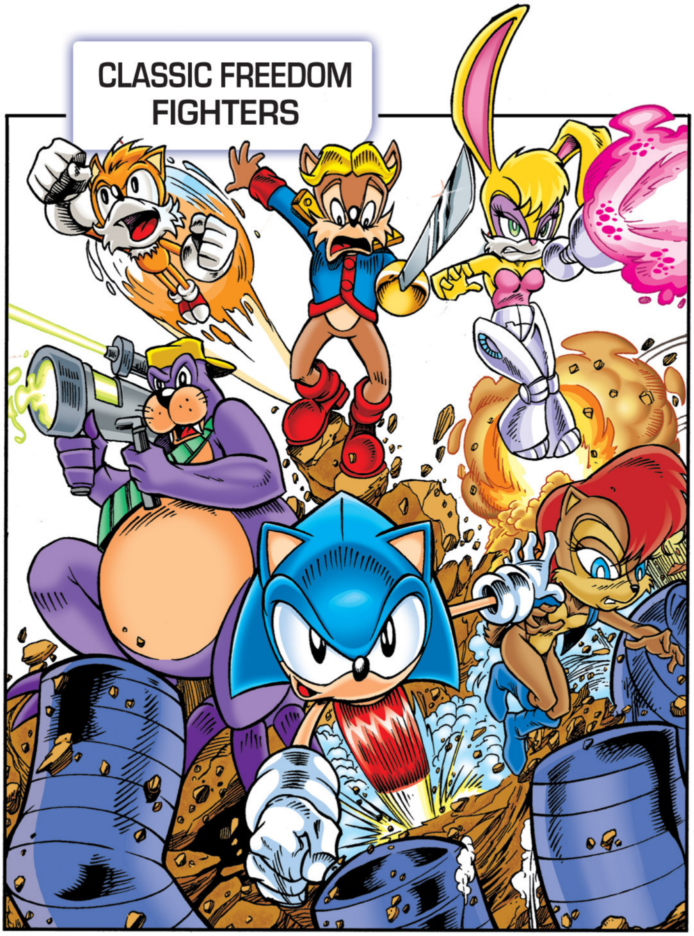
FREEDOM FIGHTERS

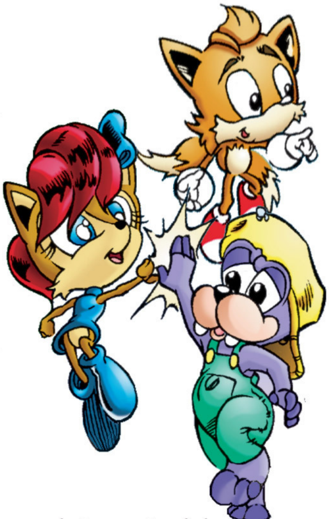
PROFILE STATS:

First Appearance:
Sonic the Hedgehog Miniseries #0

The Freedom Fighters started as a band of young and talented children hidden in the secret village of **Knothole**. They were inspired by the **Original Freedom Fighters** and carried on in their stead. Their early adventures were like grand games, despite being perilous at times.

CLASSIC FREEDOM FIGHTERS





Sonic the Hedgehog – A brash show-off who was more interested in having fun than being a fighter, but who quickly learned the importance of his friends and their mission.

Princess Sally Acorn – The crown princess and heir apparent to the **Kingdom of Acorn**. She was the leader from the start and the driving force behind the team.

Antoine D'Coolette – With his family claimed by **Dr. Robotnik's** coup d'état, the jittery boy soldier had something to prove – to himself, to his friends, and to his first crush (the princess).

Rotor "Boomer" Walrus – A budding inventor whose gadgets helped the child warriors survive and escape many of their early perils.

Freedom Fighters remained the standard to which all other groups looked to for over ten years. They fought to protect Knothole, later **New Mobotropolis**, and the world at large from the **Eggman Empire** and other threats. The team was finally broken by a series of tragedies, but gave rise to **Team Freedom** and **Team Fighters**.

Sonic the Hedgehog – As brash as ever, Sonic has grown into a true and noble hero (despite the ego).

Miles "Tails" Prower – A junior member who has proved himself time and again, earning his place as a full-fledged member.

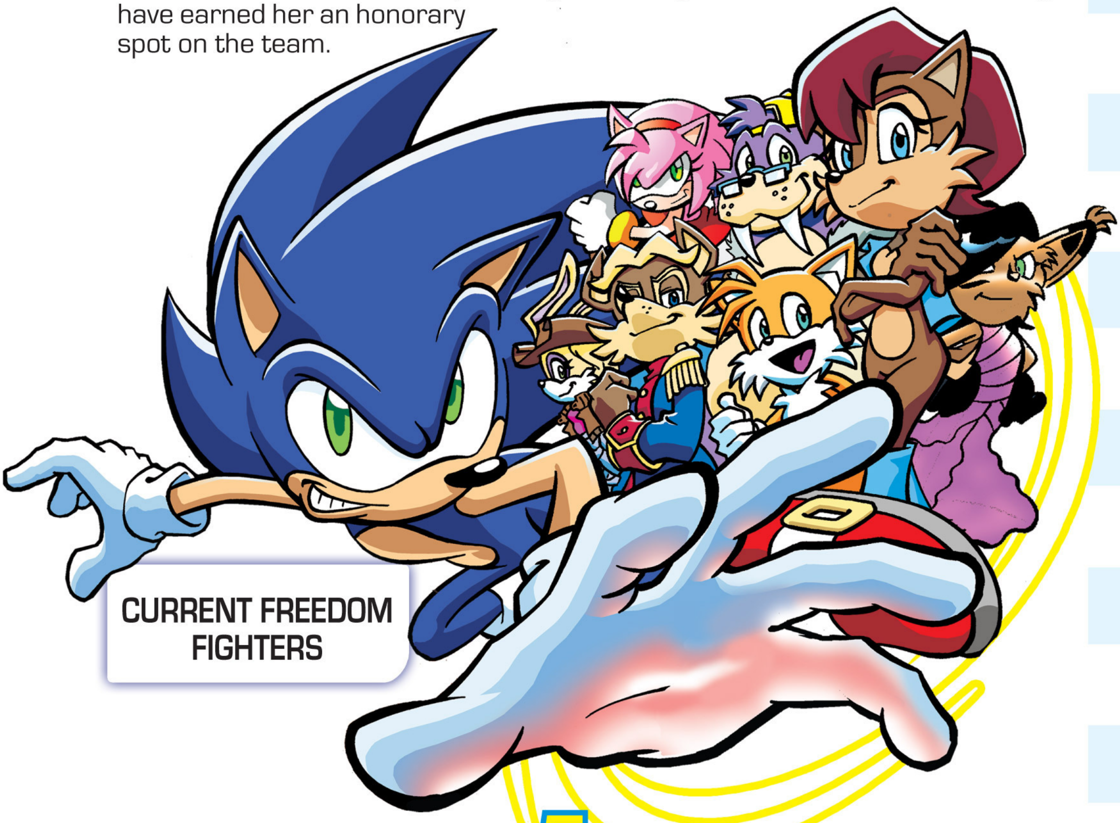
Amy Rose – Like **Tails**, Amy has worked hard to prove her worth to the team. Of all the members, she is the most recent official member.

Princess Sally Acorn – Despite having been called away on royal duty in the past, Sally remains the active field leader.

Bunnie "Rabbot" D'Coolette – Half-roboticized by **Dr. Robotnik** and rescued by Sonic, she uses her incredible bionic abilities to provide the team with a heavy-hitter.

Antoine D'Coolette – His ego has been tamed, his skills refined, and his cowardice put in check . . . mostly.

Nicole – Once a mentor only to **Sally**, Nicole's growth in her abilities and range have earned her an honorary spot on the team.



SONIC
THE HEDGEHOG

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #0

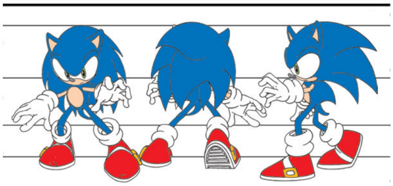
Abilities:

Super Speed – Able to achieve upwards of Mach 1 on his own.

Figure-Eight Peel-Out – Sonic's legs spin like an "8" and he rockets off at super speed. His feet move so fast, he can hover in the air briefly.

Spin Dash – Sonic homes in on his target while curled into a concussive ball or cutting disk.

Super Sonic – With seven Chaos Emeralds (or equivalent power), Sonic turns gold, invulnerable, and all his nature skills increase exponentially.



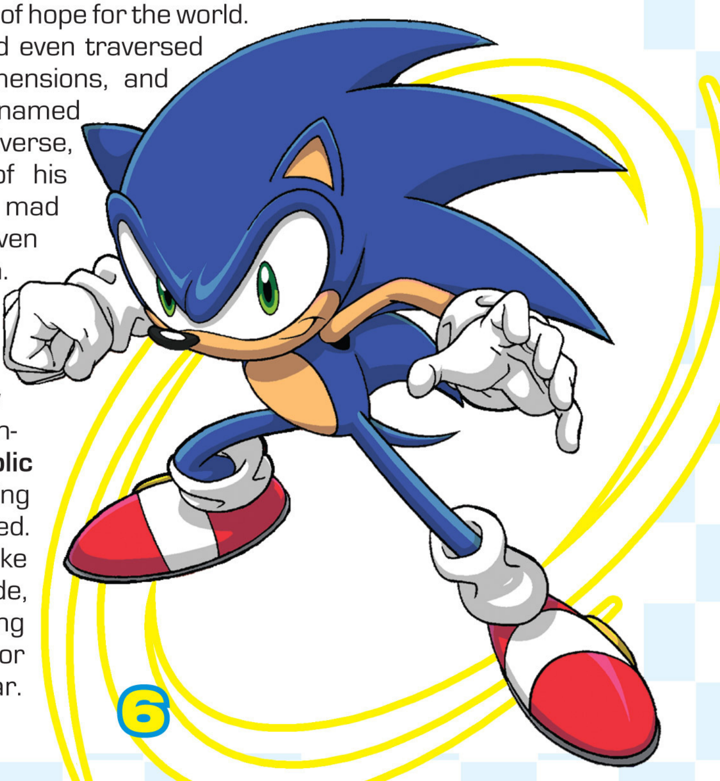
Sonic was born during the **Great War** and was originally named after his grandfathers (he later had his name legally changed to "Sonic" with no offense meant to his forebears). While very young, he lost his parents to the first clandestine roboticization experiments. He was taken in by his uncle, **Sir Charles Hedgehog**, and after **Dr. Robotnik's** takeover, briefly played delivery boy for his uncle's chilidog stand while spending time in **Knothole**.

Tragedy struck when Uncle Chuck was captured by Dr. Robotnik's forces and roboticized. From there, Sonic threw his full support behind the **Freedom Fighters** and fought to liberate the kingdom. Sonic playfully took on Dr. Robotnik's first few generations of **badniks**, growing in skill until, by his mid-teens, he was a true threat to Dr. Robotnik's forces.

Sonic has always been at odds with his nature: arrogant on the one hand, but unwavering in his heroism on the other. These traits were what both endeared and frustrated his first love, **Sally Acorn**.

Sonic has become a beacon of hope for the world. He's traveled the globe, and even traversed outer space, alternate dimensions, and time itself. He has been named the chosen hero of the multiverse, having over the course of his adventures faced down mad scientists, evil wizards, and even gods with a smirk and a laugh.

While having lost his knighthood due to a past mistake, Sonic currently holds the rank of "Gentleman-at-Arms" within the **Republic of Acorn**. He declined having his knighthood reinstated. Sonic continues to take life with a breezy attitude, having fun whether taking on the forces of evil, or kicking back with his guitar.



TAILS

MILES "TAILS" PROWER

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #0

Abilities:

Flight – By spinning his twin tails, Tails can fly or otherwise propel himself fast enough to keep pace with Sonic.

Genius – Tails is remarkably brilliant with machinery and has a strong intuition about magic.

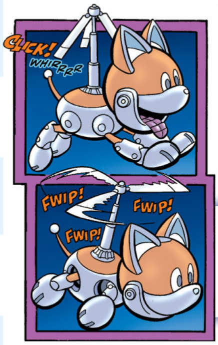
Miles Prower was born to **Amadeus** and **Rosemary Prower** the day of **Dr. Robotnik's** takeover of **Old Mobotropolis**. He was spirited away to **Knothole**, where he was looked after by **Rosie Woodchuck**. Startlingly intuitive at his very young age, Miles latched onto the charismatic **Sonic the Hedgehog** and dreamed of becoming a **Freedom Fighter**.

Miles earned the nickname "Tails" from his mutation: a pair of tails. While these appendages could propel him nearly as fast as Sonic, Tails found himself left behind by his would-be comrades. In an attempt to quickly rise into their ranks, he ate the fruit from the **Tree of Wisdom**. He gained a brief period of genius, and while most of it faded within a day, it did seem to bolster his already considerable intuition.

Tails eventually earned his position among the Freedom Fighters as both a warrior, like Sonic, but also as an inventor, like **Rotor**. Tails has many creations to his name, namely the **Tornado** and later revisions of the **Sea Fox**, and has filled Rotor's role since the latter's retirement from the team.

Tails's long-estranged uncle, **Merlin Prower**, also guided him from behind the scenes to discover much of his mystical potential. Tails has been enigmatically entitled the "Chosen One," the one prophesized to bring about the "Great Harmony." Tails believed he had achieved this a couple times over, but his true destiny has proven elusive.

Tails has grown from Sonic's starry-eyed side-kick to his trusted companion. Full of heroic spirit and an ever-growing confidence, Tails is just beginning to follow his own adventurous path!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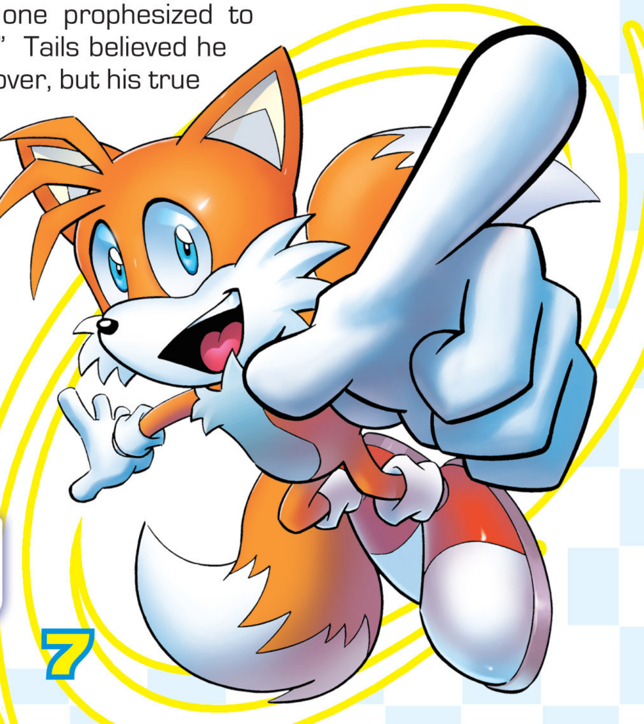
FWIP!
FWIP!

TAILS'S ROBOT, T-PUP, TAKES FLIGHT



PRINCESS Sally

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #0

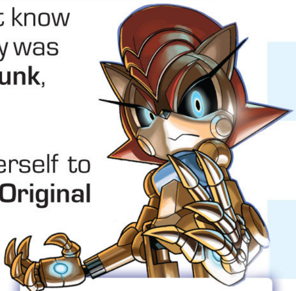
Abilities:

Agility – Able to perform gymnastic moves beyond average.

Versatility – Trained in combat, survival, diplomacy, computer skills.

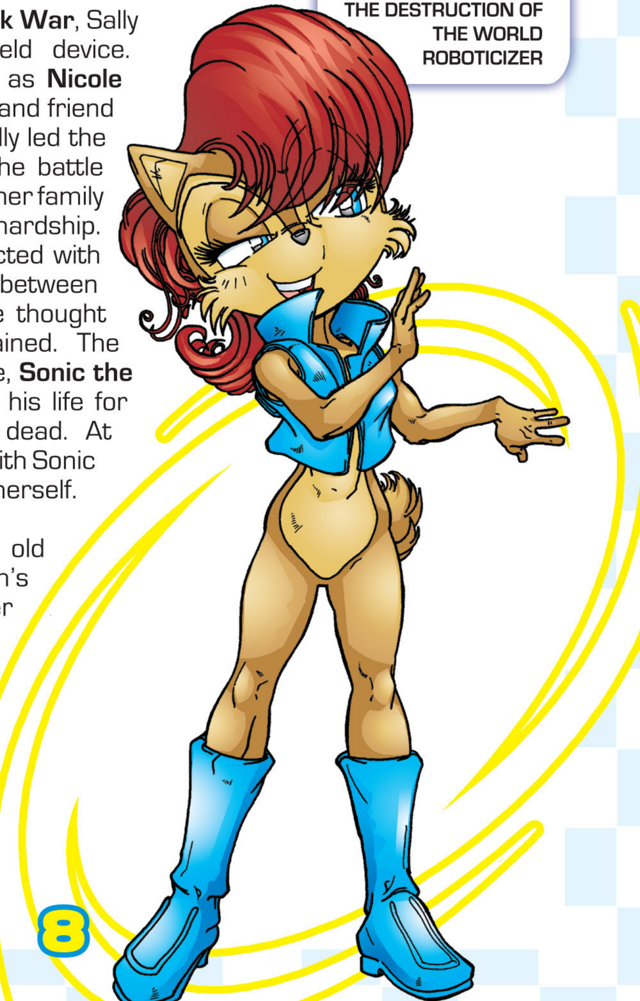
Tactical skills – An accomplished and resourceful field leader.

Sally Alicia Acorn was born during the **Great War**. She was raised as an only child to the "widower" **King Maximillian Acorn** and wouldn't know the fate of her mother and older brother until years later. Sally was also raised and tutored by her royal mentor, **Julayla Chipmunk**, and royal nursemaid, **Rosie Woodchuck**.



MECHA SALLY AFTER THE DESTRUCTION OF THE WORLD ROBOTICIZER

After **Dr. Robotnik's** takeover, the young Sally dedicated herself to the rescue of her father and her kingdom. Inspired by the **Original Freedom Fighters**, Sally rallied her own band of friends and led them in raids against **Robotropolis**. Despite her youth, Sally showed an uncanny ability to lead, strategize, and hold her ragtag team of would-be heroes together. Late in the **First Robotnik War**, Sally discovered a mysterious handheld device. The A.I. running it identified itself as **Nicole** and would become Sally's mentor and friend after the passing of Julayla. As Sally led the **Freedom Fighters** to victory in the battle against Dr. Robotnik, she regained her family but faced a great deal of personal hardship. Her life of guerrilla warfare conflicted with the formalities of royalty. Torn between the life she had and the one she thought she wanted, Sally's spirit was strained. The final blow came when her first love, **Sonic the Hedgehog**, appeared to first give his life for **Mobius** and then return from the dead. At her most confused, she broke up with Sonic to prevent further heartbreak for herself.



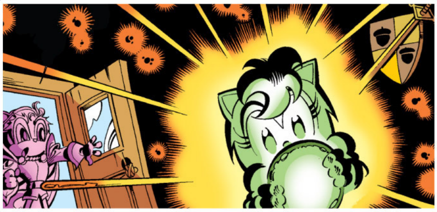
Eventually she recovered to her old self, chose her role as the team's field leader and repaired her damaged friendships. Just as life returned to normal, Sally barely skirted death after the effects of the **Genesis Wave**. She used her second chance at life to sabotage the **Death Egg II's World Roboticizer**. Her sacrifice saved Mobius, but turned her into one of **Dr. Eggman's** robot minions.

AMY

AMY ROSE

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #25
Abilities:
Piko Piko Hammer – A massive mallet that appears from nowhere and causes incredible damage with seemingly little effort.

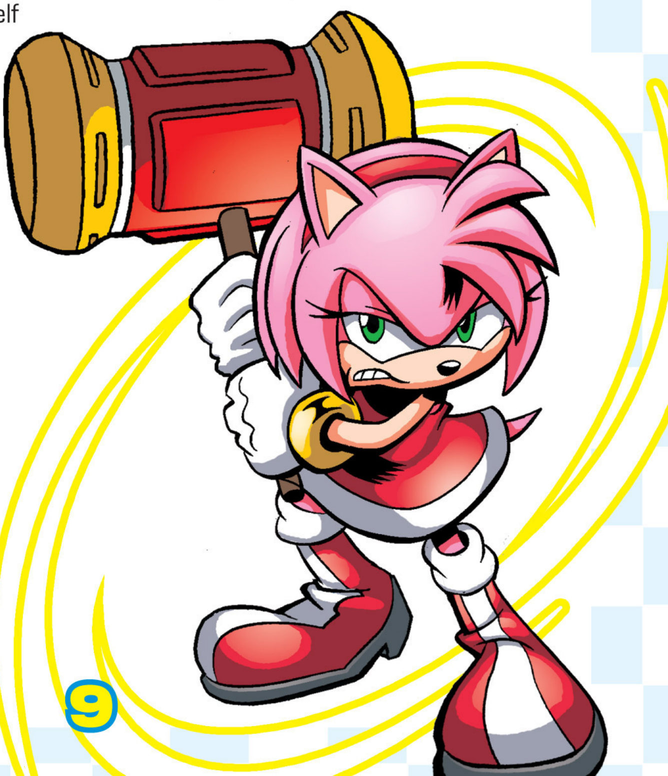


AMY MAKES HER WISH TO BE OLDER ON THE RING OF ACORNS

Amy Rose was born to nobles in **Mercia** before the influence of **Dr. Robotnik** had reached across the ocean. As her kingdom fell around her, stories of a heroic blue hedgehog reached her homeland. Amy was immediately enamored by the tales of this legendary "**Sonic the Hedgehog**" and began sending letters to him despite the ever-present danger.

With her parents missing and Mercia's capital being turned into **Snottingham** by Dr. Robotnik, Amy's cousin, **Rob o' the Hedge**, sent her to the presumed safety of Sonic's company. Her escort was captured along the way and Amy was made bait in a trap to destroy Sonic in the **Collision Chaos Zone**. Once rescued, Amy was welcomed into **Knothole** with open arms.

But a fiery spirit wasn't enough to get her into the **Freedom Fighters**, nor was it enough to gain Sonic's romantic interests. In a desperate bid to get some recognition, Amy used the **Ring of Acorns** – a magic ring forged from the energies of a **Super Chaos Emerald** and of incredible potency. Amy believes she used the ring's final wish to make herself older. In fact, she absorbed its power and now unwittingly enjoys some limited wish-granting abilities – namely the creation of her **Piko Piko Hammer** from thin air.



Amy has since served on a number of missions and earned her position within the Freedom Fighters. Quick and powerful, she is a force to be reckoned with on the battlefield. While normally sweet and friendly, an explosively fiery temper simmers just below the surface.

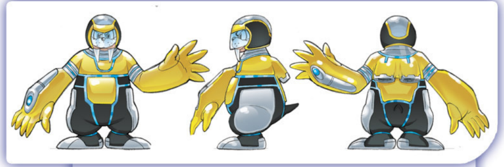
Now Amy aims to catch Sonic's eye by being the finest Freedom Fighter the world has ever seen!

ROTOR!
THE WALRUS

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #0

Abilities:
Strength – Above-average strength.
Genius – A brilliant inventor who has created vehicles and weaponry.



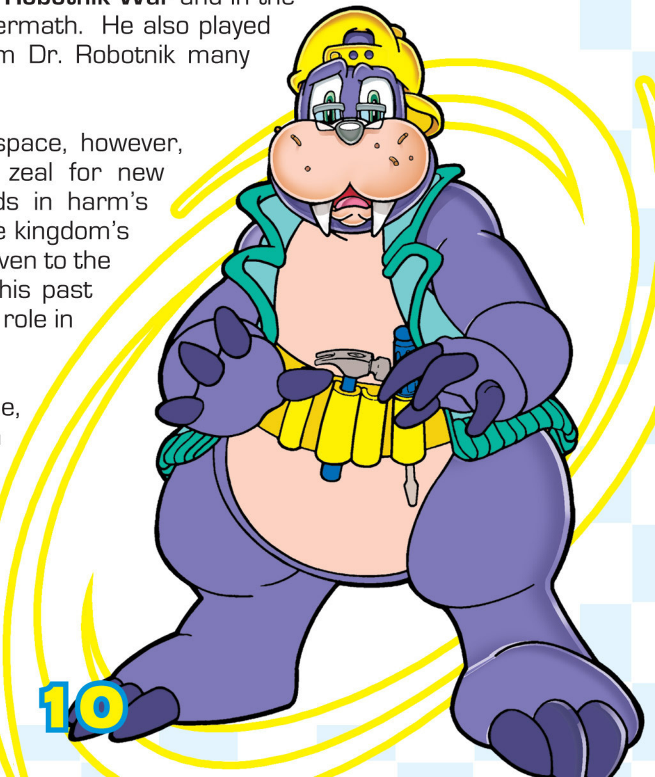
ROTOR'S NANITE BATTLESUIT

Rotor's parents, **Sherman** and **Georgette Walrus**, came to **Old Mobotropolis** for new opportunities outside of the traditional **Herd** lifestyle. What they didn't expect was the **Great War**. Rotor grew up listening to his father's war stories and was inspired by tales of the impressive machinery of the war. However, his family would later be torn apart by **Dr. Robotnik's** takeover.

Sherman fell in the initial resistance. Rotor's mother (pregnant with his brother, Skeeter), were lost in the chaos of escaping refugees. Rotor was among many other children separated from their parents. He soon fell in with a group aiming to stop Dr. Robotnik: the **Freedom Fighters**.

Rotor lent his inventor's prowess to the team. But for every success he had some kind of failure – often with explosive results. This, and his interest in heavy weapons, earned him the nickname "Boomer."

Rotor was a tenacious member of the team and one of **Sonic the Hedgehog's** best friends. He was eager to join the firefights, which seemed odd compared to his otherwise gentle nature. His analytical thinking gained him a seat on both the **Knothole Council** during the **First Robotnik War** and in the **Restoration Committee** in its aftermath. He also played a role in protecting his herd from Dr. Robotnik many times.



During the year Sonic spent in space, however, Rotor's disposition shifted. His zeal for new weaponry put many of his friends in harm's way. Ashamed, Rotor fell upon the kingdom's convention of shunning firearms, even to the point of contradicting himself on his past actions. He also took a less active role in field operations.

During the destruction of Knothole, Rotor rescued **Tails** from a collapsing ceiling, but injured his back in the process. He regained most of his mobility but opted to "retire" to a position on the **Council of Acorn**. When the **Naugus**-led council voted to exile **Nicole**, Rotor resigned out of protest, donned his nanite

Antoine D'COOLETTE

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #0

Abilities:

Swordsmanship – Excels with the use of his saber.

Training – Antoine has limited but formal military training from his father.

Pilot – A seasoned airplane and balloon pilot.

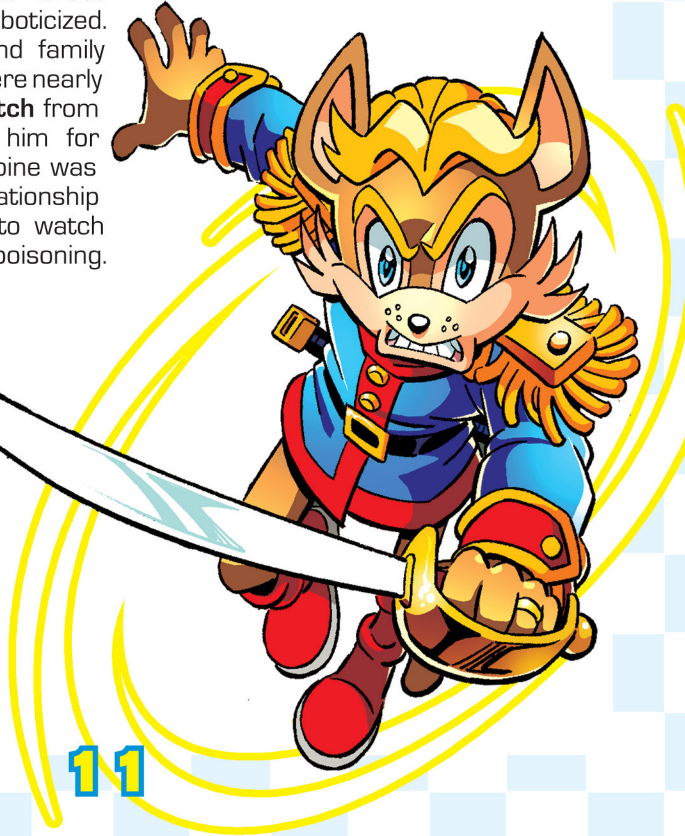
Antoine was born to **Armand** and **Marie D'Coolette** just before the **Great War**. Armand had moved the family from **Mercia** to serve **King Maximillian Acorn**, somewhat to Marie's discontent. While Armand tried to raise his son in the local language, Marie taught their native tongue. Amid the chaos of the Great War, poor Antoine would be doomed to flub both languages.

Antoine was shaken by a stream of tragedy. His father led the first resistance against **Dr. Robotnik's** takeover and was lost. His mother fell terminally ill shortly after, leaving Antoine orphaned in **Knothole**. Following in his father's footsteps for direction, he enlisted himself as a soldier in the **Freedom Fighters**.

Antoine tried to hide his inner doubt and jumpiness with swaggering bravado, earning him endless heckling from **Sonic the Hedgehog**. His romantic advances towards the princess were snubbed, which worsened his self-esteem. A break came in the form of **Bunnie Rabbot**, who managed to see the scared but heroic boy beneath the façade. She eventually helped Antoine ease into his true self.

Hardship would not leave Antoine alone, though. Armand was found alive as the robian leader of Dr. Robotnik's forces in Mercia and eventually deroboticized. Sadly, the love, recognition and family Antoine had always hoped for were nearly swept away by his evil twin, **Patch** from **Moebius**, who impersonated him for months. Thanks to Sonic, Antoine was returned in time to save his relationship with Bunnie, but was forced to watch his father succumb to a fatal poisoning.

Antoine later proposed to Bunnie. The two were wed in **Knothole City** just days before it was razed by Dr. Robotnik's forces. Some time later, **Ixis Naugus's** magic returned Bunnie to normal, opening a chance for them to start a family. However, during one of **Dr. Eggman's** attacks, Antoine made the ultimate sacrifice to save **Elias Acorn.** Antoine now lies in a coma.



BUNNIE RAB-BOT

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #3

Abilities:

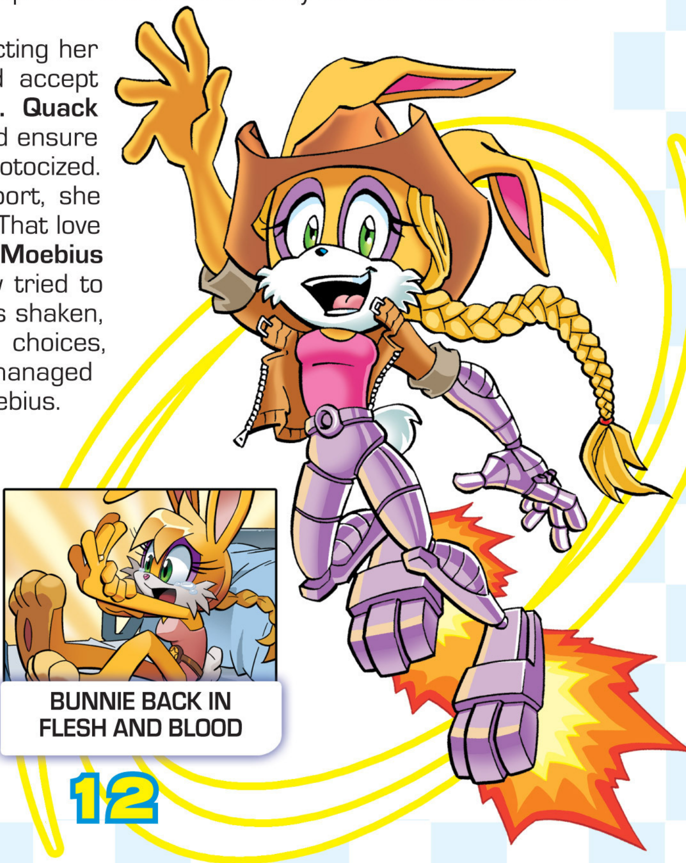
Cybernetics – These feature many useful tools, such as telescoping limbs, jet feet for flying, a transforming arm cannon and energy shield generator.

Martial Artist – Trained in judo.

Bunnie Rabbot (pronounced rah-BOH) was born in the **Southern Baronies** just before the **Great War**. Her parents died during the conflict. Bunnie was raised by her **Uncle Beauregard** and **Aunt Lulumae** happily for many years. However, things soured when her uncle claimed her parents had died in service of the **Overland** due to long-standing tensions between the Southern Baronies and the **Kingdom of Acorn**.

Bunnie rejected the notion that her parents were traitors and ran away from home, cobbling together a small farm on the edge of the kingdom's borders. She was soon found and captured by a pair of **SWAT Bots** and put into a portable roboticizer. **Sonic the Hedgehog** and **Rotor Walrus** came to her rescue a moment too late; Bunnie was half-roboticized. Instead of dwelling on this, Bunnie took to her new body well, even going so far as to introduce herself with a pun off her family name (pronouncing it RAH-bot).

Bunnie bonded with **Sally Acorn** and quickly became one of the **Freedom Fighters**. She provided friendship to Sally, ran hard-hitting missions with Sonic, and managed to find the hidden hero within **Antoine D'Coolette**. While she put on a brave face, she did hold out hope that she would one day be returned to normal.



But then her body began rejecting her roboticized parts. She could accept an upgrade designed by **Dr. Quack** and **Nate Morgan**, but it would ensure she would never be derobotocized. With Antoine's love and support, she committed to her cyborg life. That love was later tested when **Patch** of **Moebius** posed as Antoine and actively tried to ruin the romance. Bunnie was shaken, and made a few questionable choices, but rebounded when Sonic managed to rescue Antoine from Moebius.

When Bunnie's cybernetics were accidentally crystallized by **Ixis Naugus's** magic, he attempted to undo the damage – miraculously reverting her to flesh and blood. Shortly after, however, Antoine was nearly killed while on a mission. Blaming her own powerlessness, Bunnie has left for parts unknown to "make things right."

BUNNIE BACK IN FLESH AND BLOOD

NICOLE

PROFILE STATS:

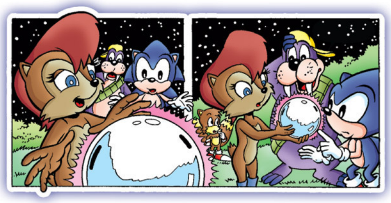
First Appearance:
Sonic in Your Face #1

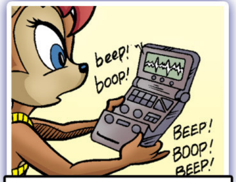
Abilities:

Genius – Nicole processes information and possesses knowledge far beyond the average Mobian.

Nanites – Nicole has direct control over the countless nanites that make up the city, allowing her to construct almost anything.

Nicole is an artificial intelligence who comes from an alternate future about twenty-five years from now. In this timeline she was a valued mentor to **Sally Acorn** but was destroyed during the final fight with **Dr. Robotnik**. After years of work, **Rotor Walrus** managed to rebuild her. Now queen, Sally sent Nicole back in time to provide the guidance her younger self would need after the loss of her mentor, **Julayla**.

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boop!
BEEP!
BOOP!
BEEP!

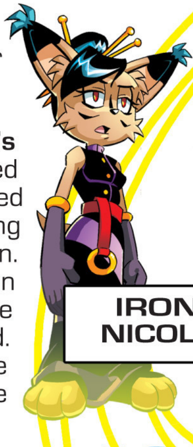
HANDHELD FORM

Originally just a handheld computer, Nicole was often cold and literal in her ways. **Sonic the Hedgehog's** constant quips and wit awakened a bit of life in the artificial intelligence. She eventually grew to be more than Sally's confidante and became a dear friend.

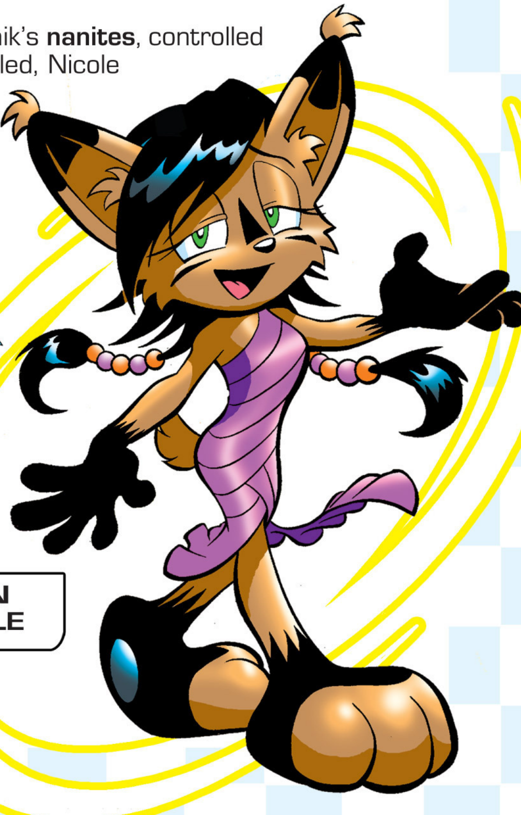
During the **Second Robotnik War**, Rotor tried to unlock Nicole's inner secrets which accidentally swapped her consciousness with Sally's. Although the swap was brief, the taste of real life had a lasting impact on Nicole. She experimented with her power output and managed to create an artificial body for a brief time. Unfortunately, her handheld design could not support this form for long.

A blessing in disguise came from Dr. Robotnik's **nanites**, controlled by **Anonymous**. After Anonymous's plot failed, Nicole took control of the empty nanite city he had created and reshaped it into the lost city of **Mobotropolis**. Not only did she return her friends' long-lost homes, but the city housed enough hologram and energy projectors to allow her to live as a Mobian. The only drawback was that the immense power demand requires her to vanish if the city needs protection or her undivided attention.

During the **Iron Dominion's** invasion, Nicole was controlled by the **Iron Queen** and forced to capture citizens, sending them off for legionization. Sally broke through to "Iron Nicole," but not before the citizens were traumatized. Feared for her power, Nicole was exiled from the city she helped to build.

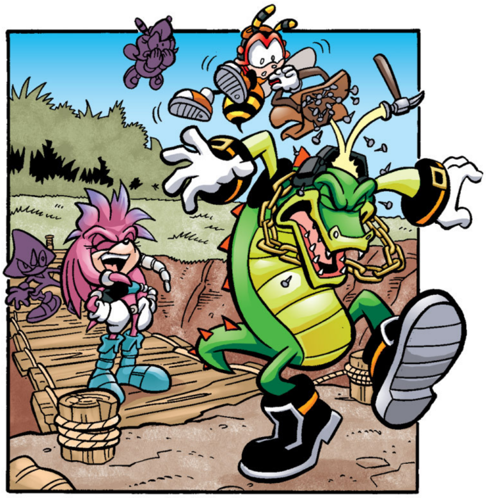


IRON NICOLE

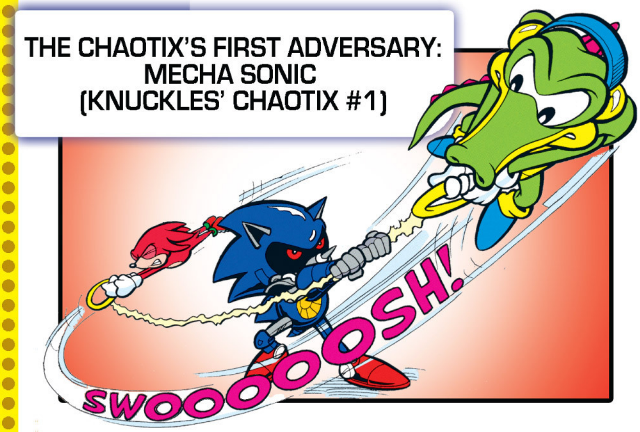


THE CHAOTIX

The Chaotix are a team of friends who protect **Angel Island** and the **Master Emerald** from evil. The team first came together unofficially to rescue the **Freedom Fighters** from one of **Dr. Robotnik's** traps in the **Happyland Amusement Park**. None of them wanted to commit to a team initially – especially **Knuckles** – but time and necessity eventually had them unite under the common banner of "The Chaotix."



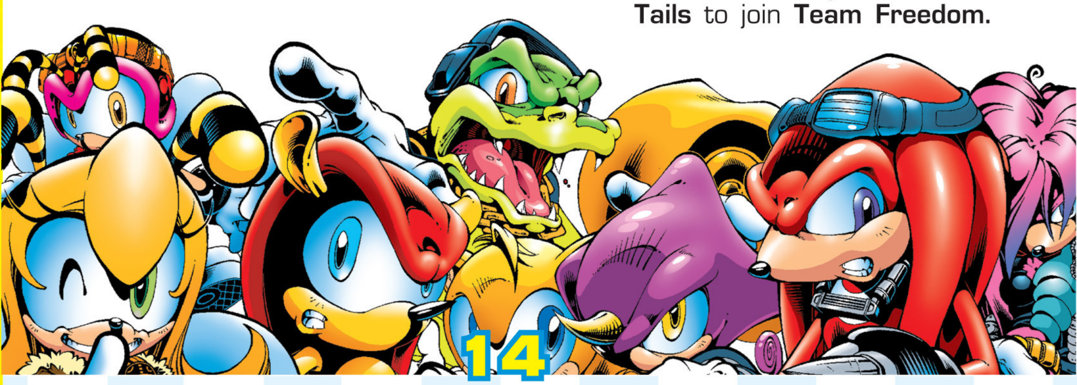
Some members have come and gone, while others have only been members temporarily. **Remington** and **Archimedes** have worked closely with the team without actually joining.



THE CHAOTIX'S FIRST ADVERSARY: MECHA SONIC (KNUCKLES' CHAOTIX #1)

SWOOOOOOSH!

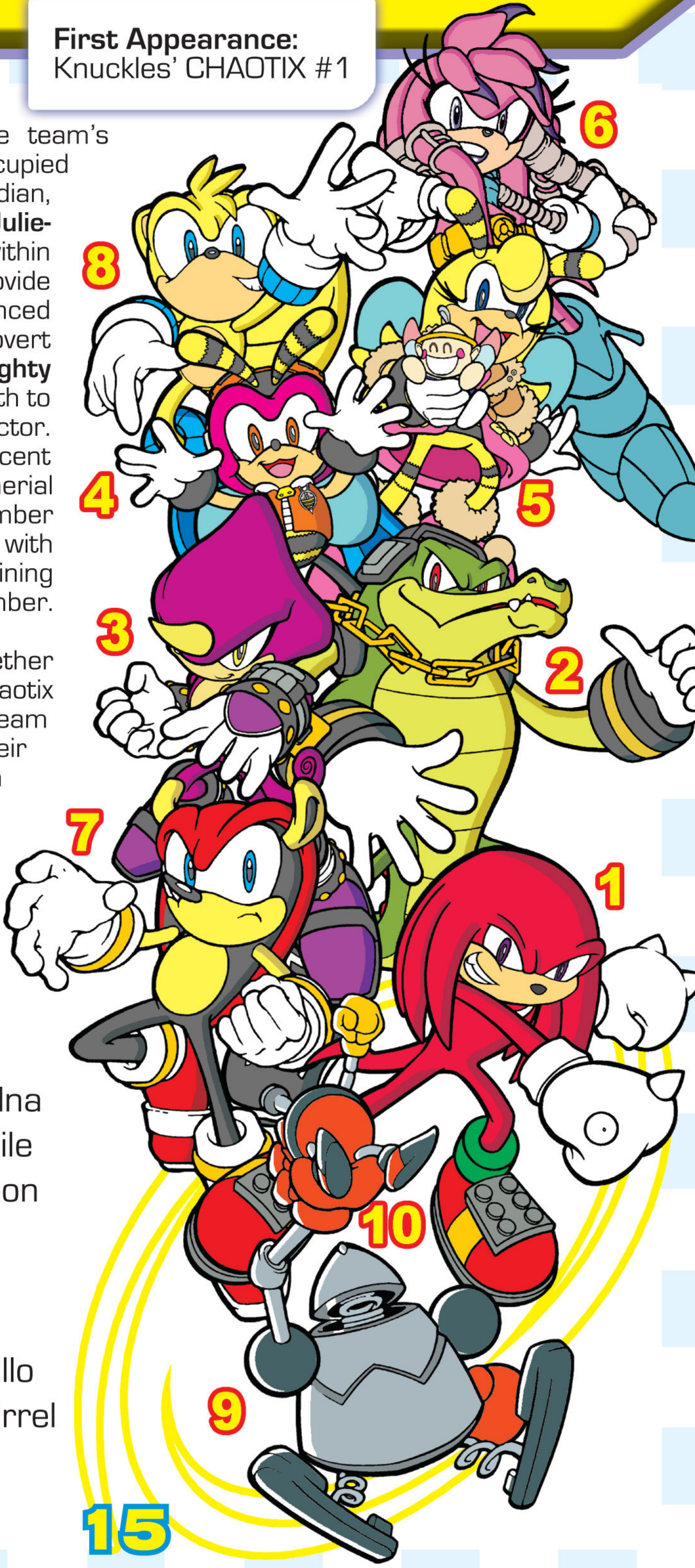
Heavy and **Bomb** were a powerful duo of rogue **badniks** who used their advanced artificial intelligence to rebel against their master. However, they were later captured, reprogrammed and attempted to kill the **Acorn Royal Family**, forcing the Freedom Fighters to destroy them. **Dr. Robotnik** later rebuilt and sent them after **Mina Mongoose**, forcing **Sonic** to smash them once again. They were rebuilt a third time by **Rotor** and **Tails** to join **Team Freedom.**



First Appearance:
Knuckles' CHAOTIX #1

Knuckles is considered the team's leader, but when he is preoccupied with his duties as Guardian, leadership falls to **Vector**. **Julie-Su** uses her training within the **Dark Legion** to provide the team with an experienced soldier. **Espio** provides covert reconnaissance, while **Mighty** uses his considerable strength to fill in for Knuckles and/or Vector. **Charmy** (despite his recent injuries) and **Saffron** provide aerial support. **Ray** is a junior member of the team, often working with Charmy and Saffron, while training to be a full **Chaotix** member.

While originally thrown together by circumstances, the Chaotix have developed into a tight team of close friends. While their team's focus varies – from sentries to a strike team to detectives – they have the variety of skills to back it up. While they will gladly lend their power to fighting the **Eggman Empire**, their primary duties are to Knuckles, the **Master Emerald**, and **Angel Island**.



1 – Knuckles the Echidna
2 – Vector the Crocodile
3 – Espio the Chameleon
4 – Charmy Bee
5 – Saffron Bee
6 – Julie-Su
7 – Mighty the Armadillo
8 – Ray the Flying Squirrel
9 – Heavy
10 – Bomb

KNUCKLES

THE ECHIDNA

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #13

Abilities:

Super Strength – Knuckles is far more powerful than your average Mobian.

Gliding / Flight – Knuckles can fan out his dreadlocks and glide. By channeling Chaos Energy he can actively fly.

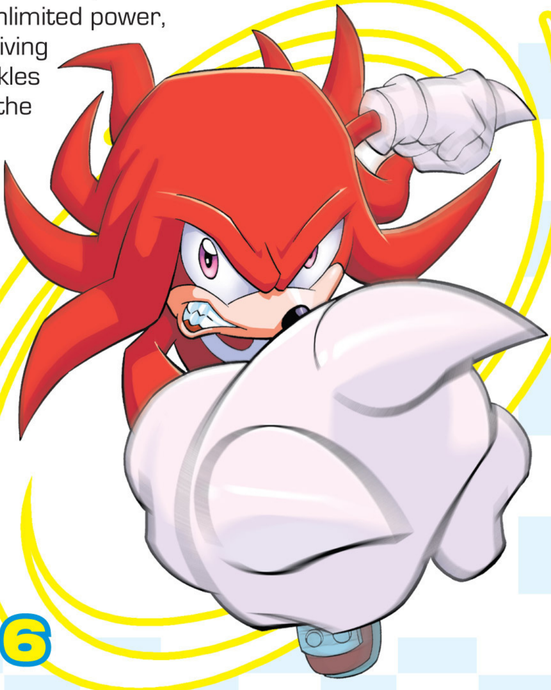
Spiked Fists – A physical mutation that grants extra power to his punches and allows him to climb or dig through many surfaces.

Chaos Powers – Knuckles, through training and genetics, can command powerful Chaos Energies to fly, heal wounds, or give himself a physical boost. Knuckles benefits most from channeling power from the Master Emerald.

Knuckles is a gruff, brash, heroic echidna. He is the Guardian of **Angel Island** and the leader of the **Chaotix**. Knuckles' father, **Locke**, had a vision of his son facing a horrible threat in the future. He then tampered with his own DNA and later irradiated Knuckles' unhatched egg with **Chaos Emerald** energy. The result was a child with barbs on his knuckles and incredible powers. While all Guardians know how to tap into the **Chaos Force**, Knuckles was this power – a "living Chaos Emerald."

Knuckles was raised in Guardian tradition by his father in the wilds of Angel Island and then left to fend for himself while still young. Knuckles learned self-reliance while his forefathers monitored his progress, sometimes lending him a hidden hand. Despite the **Brotherhood's** neutrality, Knuckles joined in the **First Robotnik War**. The mysteries around his life began to unravel when the effects of the **Ultimate Annihilator** returned both the **Dark Legion** and the city of **Echidnaopolis** to **Angel Island.** Knuckles was exposed to a family and heritage he never knew he had. As Knuckles' prowess grew in facing his new challenges, so did his Chaos powers.

Knuckles' powers soon grew beyond control. He began to glow green and gained god-like abilities, but had little to no control. The transformation culminated when Knuckles was forced to fight **Mammoth Mogul** in an effort to rescue Knuckles' distant ancestor and old foe **Dimitri.** Knuckles released all of his power to stop Mogul and died in the process. Knuckles joined the **Chaos Force** to a degree even the **Ancient Walkers** had not reached. However, with his cosmic awareness, he sensed the **Xorda Invasion** of **Mobius**. Using his unlimited power, Knuckles returned to life – but sacrificed his "living Chaos Emerald" quality. For a time, Knuckles was weak and powerless. Only by enduring the energies of the **Master Emerald** was he able to reawaken his connection with the Chaos Force and regain his unique skills.



This connection was later abused by **Dr. Finitevus,** who used dark magic to transform Knuckles into **Enerjak.** As Enerjak, Knuckles made sweeping changes to Angel Island and the world. He was restored, but at the cost of Locke's life. After everything that's happened to him and his people, Knuckles is somewhat withdrawn from almost everyone except the Chaotix and his partner, **Julie-Su**. He still remains devoted to his duties as Guardian.

JULIE-SU

PROFILE STATS:

First Appearance:
Knuckles the Echidna #4

Abilities:

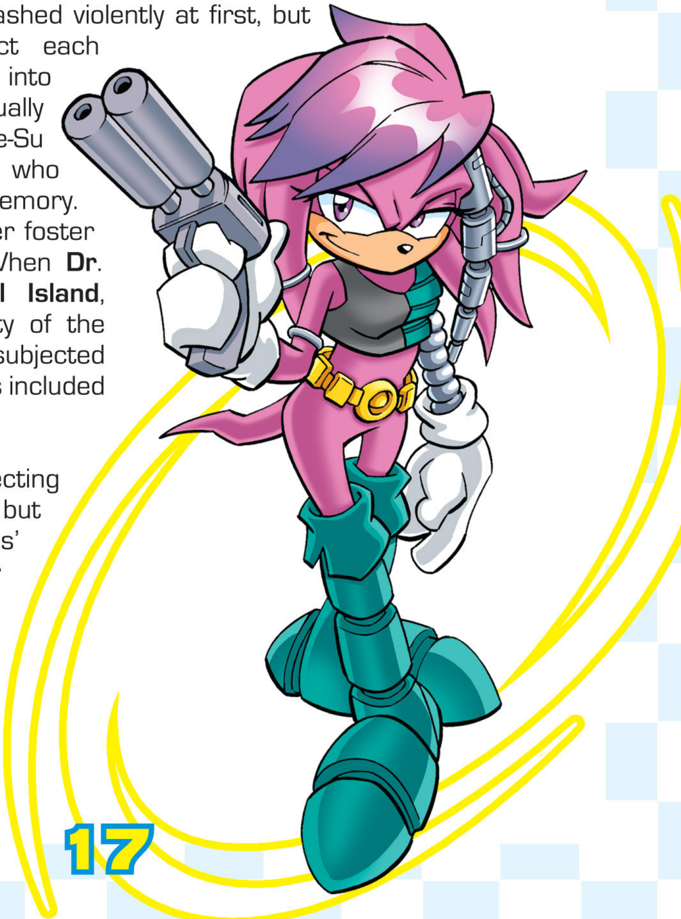
Cybernetics – Including a versatile tool-infused mechanical dreadlock.

Formal Training – Julie-Su is a trained solider and is incredibly skilled as a fighter and marksman.

Julie-Su was born in the **Twilight Cage** – and into turmoil. She was the third child of **Grandmaster Luger** and his second wife **Mari-Su.** This immediately put her at odds with her older half-siblings **Kragok** and **Lien-Da.** She was still very young when her mother died in a tragic accident. Luger, who saw himself as a poor parent and too involved with running the **Dark Legion,** passed her on into the foster care of his chief advisor, **Simon**, and his wife, **Floren-Ca**. Shortly after her adoption, Luger vanished – secretly assassinated by his first two children. In an attempt to keep Julie-Su out of their affairs, they had a memory-neutralizing chip in her brain activated, erasing her memory of her true parents. Despite being raised by Simon and Floren-Ca, Kragok eventually decided even that much of a connection was too dangerous to his goals and had her memory erased again. Julie-Su "rejoined" the Dark Legion with no memory of her past and, consequently, little initiative to follow the doctrine of the group.

When the Dark Legion returned to **Angel Island** under Grandmaster Kragok, Julie-Su took the first opportunity to escape and sought out **Knuckles**, driven by the "Soultouch" – an intrinsic drive to find one's perfect mate. She and Knuckles clashed violently at first, but eventually grew to respect each other. That respect grew into a friendship, which eventually blossomed into romance. Julie-Su would eventually find Simon, who would fill in the gaps in her memory. Sadly, Julie-Su's time with her foster parents was short-lived. When **Dr. Robotnik** conquered **Angel Island**, he captured a vast majority of the echidnas on the island and subjected them to his **Egg Grapes**. This included Simon and Floren-Ca.

Julie-Su is committed to protecting the last handful of her people, but is often frustrated by Knuckles' friendship. While their hard-headedness and hot tempers often lead them to squabble, they're deeply in love.



VECTOR

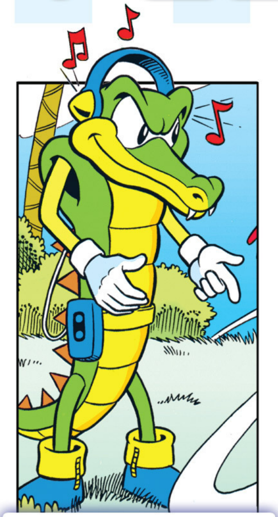
PROFILE STATS:

First Appearance:
Knuckles' Chaotix Special

Abilities:

Super Strength – Vector possess strength equal to that of Knuckles – it gives him an especially powerful bite too!

Headphones – Vector's headset can emit high-powered sonic waves



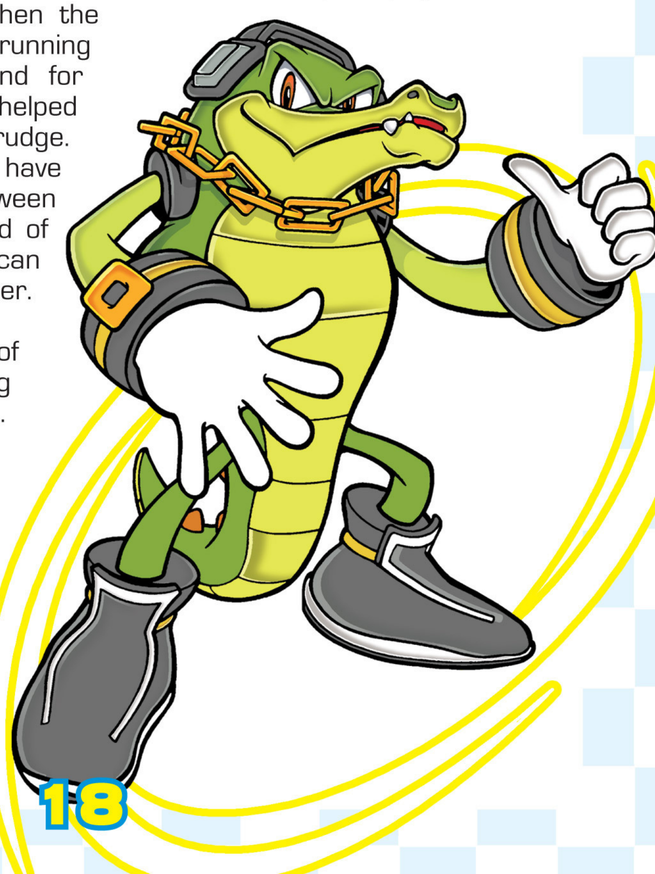
CLASSIC VECTOR

Vector is a music-loving crocodile who was born in **Downunda**, although the whereabouts of his family aren't known. He was taken in with a group of orphans and raised by the mysterious "Father" with **Barby Koala** and others. While the details are still unknown, it is apparent there was some kind of serious falling out between Vector and his surrogate family.

Vector later made his way to **Angel Island**, eventually encountering a young **Knuckles the Echidna.** The two hot-heads fought at first but eventually became friends. They would explore the island together at times, then on their own. During this time, Vector attempted to hide his heritage by masking his accent with an over-eager attempt at "street lingo." This would eventually give way to a more natural way of talking.

Vector was the first of the **Chaotix** to meet **Julie-Su**, who promptly kicked his butt. Ever since then the two of them have had a long-running hostility – both personally, and for Knuckles' attention. This isn't helped by Vector's tendency to hold a grudge. Time and many battles together have soothed the rough edges between them, so while they aren't fond of each other, they know they can at least count on each other.

Vector once was the speediest of the group, his lithe body allowing him to weave about his enemies. He also had a reputation for not being able to take a hit. Tired of being easily beaten, he had **Mighty** become his personal trainer to help him bulk up. He may have lost his speed, but now Vector can rival even Knuckles' strength.



ESPIO THE CHAMELEON

PROFILE STATS:

First Appearance:
Knuckles' Chaotix Special

Abilities:

Invisibility –Espio can naturally camouflage himself, visible only to Knuckles' Guardian training.

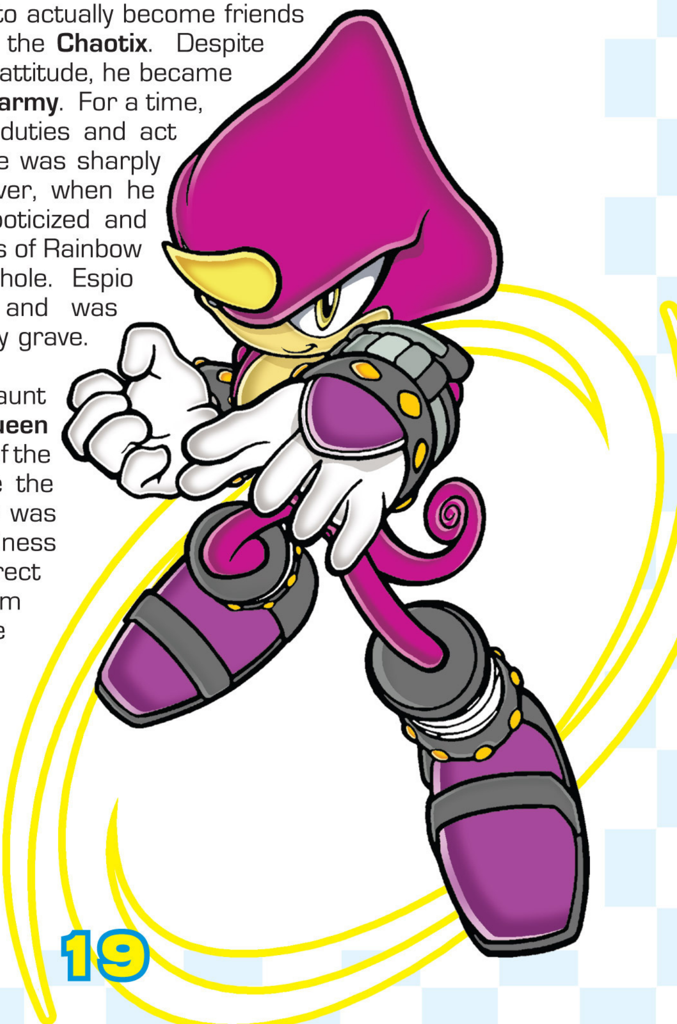
Wall-Cling – Espio can run and climb on virtually any surface.

Ninjitsu – Espio is a trained ninja.

Espio was born into the **Shinobi Clan** as the son of the **Bride of Constant Vigil**. He was raised with the rest of his secretive clan in the heart of the **Dragon Kingdom**, learning to be a ninja. While still young, he received his long-term assignment: to monitor the next Guardian of **Angel Island**.

Espio was moved to **Rainbow Valley** on Angel Island and integrated with the local chameleons by his friend and mentor **Valdez**. Valdez had been tasked with monitoring **Locke** and so instructed Espio on how to observe **Knuckles**. For a long time, Espio watched from the shadows and stayed true to his training. When **Dr. Robotnik** captured the **Freedom Fighters** on the island and left Knuckles powerless, Espio took the opportunity to befriend Knuckles as an ally and win his trust.

What Espio didn't expect was to actually become friends with Knuckles and the rest of the **Chaotix**. Despite his pragmatic and stand-offish attitude, he became especially close friends with **Charmy**. For a time, Espio would forget about his duties and act only as one of the Chaotix. He was sharply reminded of his duties, however, when he was forced to confront a roboticized and evil Valdez to save the residents of Rainbow Valley and Angel Island as a whole. Espio dueled his former mentor and was forced to send him to a watery grave.

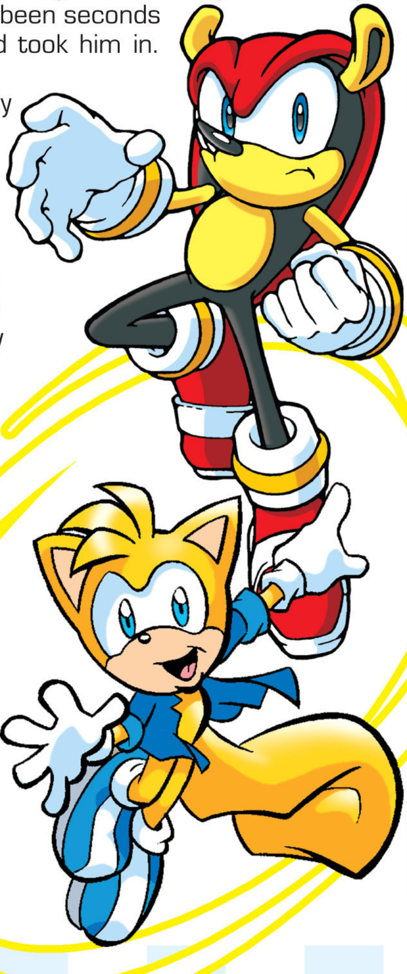


Espio's past would come to haunt him again when the **Iron Queen** conquered the four ninja clans of the Dragon Kingdom and became the **Bride of Four Houses**. Espio was honor-bound to serve the villainess and was brought into direct conflict with both the Freedom Fighters and Chaotix. Despite this, he bent the rules and revealed choice information that helped both free his clan and **New Mobotropolis**. Espio returned to the Chaotix, exposing the secrets he had long held. While the trust will take time to rebuild, he found his friends willing to risk renewing their friendship.

MIGHTY THE ARMADILLO AND RAY THE FLYING SQUIRREL

Mighty was born to a pair of thieves in **Mercia** well before **Dr. Robotnik's** conquest in the region. While his parents were loving, they were still criminals, and were eventually caught. A distraught little Mighty was found by **Mammoth Mogul**, who granted Mighty incredible strength in return for a "favor" in the future. Mighty would not remember this bargain, would not be able to rescue his family, and would end up being exiled for his unnatural strength. In his journey for a new home, he was captured by Dr. Robotnik's forces along with many others and sent to a **Power Gem** mine. There he met **Ray**, a young **Fiona Fox**, and a young **Sonic the Hedgehog**. Sonic led a breakout of the prison camp, but in the fracas, Ray was lost to a strange zone under uncertain circumstances. Mighty and Sonic parted ways, with Mighty eventually making his way to **Angel Island** thanks to a young **Knuckles the Echidna** and **Vector the Crocodile.** Mighty lived in peace until Dr. Robotnik's influence reached Angel Island.. Mighty became one of the first **Chaotix**, lending his incredible strength to the team. He was later conscripted by the treasure hunter **Nic the Weasel** and an embittered Fiona into searching for a rare gem. When they located it, they found Ray holding onto it. The gem's strange properties had kept Ray from aging – years had been seconds to him. Mighty rescued his long-lost friend and took him in.

The two quickly bonded as brothers. While usually having a sunny disposition, Ray deals with a stutter. Although he's gained some control over it, it flares up considerably when he is under stress. He's found stability from Mighty's gentle, caring and supportive nature. Mogul's "favor" eventually came due, and Mighty was forced to fight Sonic alongside a likewise brainwashed **Mina Mongoose** and **Tails**. Mogul eventually got what he wanted – the **Grey Chaos Emerald** – and Mighty was released from his control. Later, when **Espio** revealed that Mighty's long-lost sister was alive somewhere, Mighty decided to go searching for her. Ray, ever loyal to his "big brother," elected to travel with him. The two are currently abroad in their search.



PROFILE STATS:

First Appearances:

Mighty: Knuckles' Chaotix Special

Ray: Knuckles the Echidna #26

Abilities: Mighty: Super Strength – Mighty is quite possibly the strongest being in the universe.

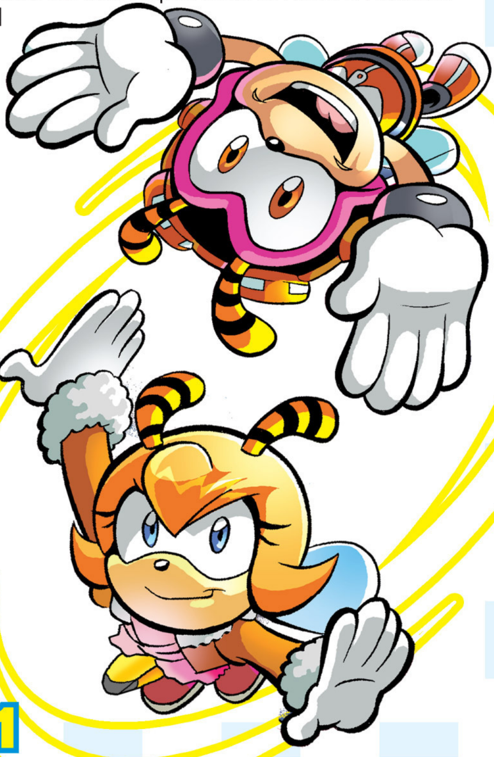
Hard Shell – Acts as nearly impervious armor.

Ray: Flight – Ray is a nimble flyer, strangely with or without his retractable patagium present.

CHARMY THE BEE AND SAFFRON THE BEE

Charmy was born the crown prince of the **Golden Hive Colony** and **Lady Saffron** was his betrothed. Charmy, however, was not ready for the responsibilities of a young adult and fled his homeland. He eventually escaped to **Angel Island**, telling only **Mello** – his best friend – of where he was staying. Charmy carried on a carefree life, happily meeting and befriending the mobians that would eventually become the **Chaotix**. His persistent, cheery nature even won over the stand-offish **Espio the Chameleon**. For a long time, Charmy was the cheerful (if sometimes annoying) optimist of the group. Tragedy came when he and Mello became victims of a food poisoning plot run by the **Mobian Underworld**, which had secretly taken control of the **Happy Land Amusement Park**. Charmy survived the incident, but Mello did not. Charmy saw to it that his friend was returned home and decided to resume his place as prince of the Golden Hive Colony.

He and Saffron grew closer and were engaged during his stay at home. The two of them were forced to flee to **Knothole City,** however, when the **Eggman Empire** invaded and conquered their homeland. Charmy returned to the Chaotix, this time with Saffron, and together they resumed the fight against **Dr. Robotnik;** this would not be without consequence. They were among the many captured during Knothole's destruction. To illustrate the effects of his **Egg Grapes**, Dr. Robotnik randomly selected Charmy as demonstration. **Sonic the Hedgehog** arrived in time to save Charmy's life, but the damage was done – his memories were scrambled and mind made child-like. As he recovered, Charmy showed the same cheerful and supportive nature which he was known for, but without the understanding of who he was or where he came from. Charmy remains a member of the Chaotix under the watchful eye of Saffron and Espio. Saffron was a humble girl of moderate standing. Sweet and sunny, she was as sheltered and naive as it came until Charmy returned home. Actually getting to know the adventure-savvy Charmy opened her eyes to a new world of excitement and she gladly joined him on his journeys – both before and after the fall of the Golden Hive Colony. Now, Saffron sees herself as the caretaker of her kingdom's last chance at rebirth, and is dedicated to seeing her love returned to normal.



PROFILE STATS:

First Appearences:

Charmy Bee: Knuckles' Chaotix Special

Saffron Bee: Knuckles the Echidna #14

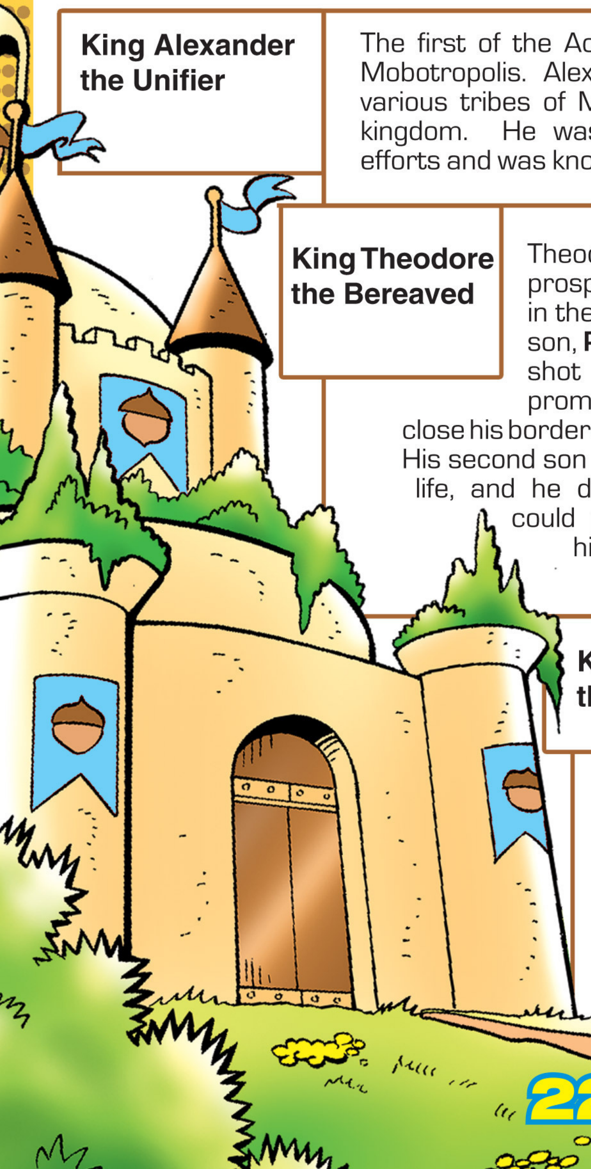
Abilities:

Flight – Able to sustain flight almost indefinitely.

ACORN LINEAGE

The Acorn line has served as the ruling family of **Mobotropolis** and most of the western world for almost three hundred years. To date there has never been a queen born to the line, with **Sally Acorn** being the first female heir.

The **Kingdom of Acorn** once held the largest concentration and variety of Mobian races on the planet and rivaled the **Overland** in overall size. Because of the Acorn kings' influence, it was often said that they ruled the world, although this was an exaggeration. The last Acorn to hold power was **King Elias**, who presided over the first Council of Acorn and transformed the kingdom into a republic. The republic's holdings are significantly smaller than those of the kingdom's peak, but they remain the largest Mobian population of any civilization on **Mobius**.

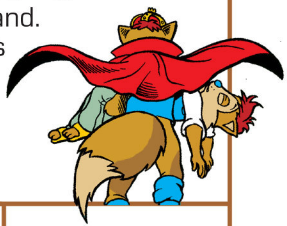


King Alexander the Unifier

The first of the Acorn kings and founder of (Old) Mobotropolis. Alexander was the first to bring the various tribes of Mobians together in one united kingdom. He was made king for his visionary efforts and was known for his wisdom and strength.

King Theodore the Bereaved

Theodore oversaw the continued prosperity of Mobotropolis and gains in the kingdom's holdings. His eldest son, **Prince Edward**, was accidentally shot by an Overlander youth, prompting Theodore to close his borders with the Overland. His second son came late in his life, and he died before he could properly raise his successor.



King Raphael the Young

Raphael was forced to take the throne at an early age with his father's passing. Often seen as pushed into authority too soon, Raphael would spend most of his time ensuring his son would be prepared for his mantle.

King Julius the Enlightened	Julius led the largest expansion of the kingdom's territory since **Theodore** and was the first to discover the **Source of All**, setting the traditional bonding ceremony the family would follow many generations after. He introduced worship of the Source above all things, although public worship faded with time.
King Romulus the Builder	Romulus's reign focused on the building of the monarchy's authority and power. He moved Mobotropolis to the springwell of the Source of All and saw to it history glossed over the finer details of its discovery to add a hint of mysticism to the line.
King George the Foolish	History recalls that George was spoiled by the prosperity provided by his forefathers and believed himself flawless. He led a brief but terrible war with the Overland – "King George's Folly" – the worst violence to be seen until the **Great War**. Having lost his knights to the war, he was sanctioned by the court and rendered powerless until his passing.
King Abraham the Generous	To please the distrustful masses, Abraham introduced the first baronies to the southern holdings of the kingdom. He ushered in an era of transparency within his court and rebuilt favor of the monarchy by spending his years rebuilding both the kingdom and its trust.
King Reginald the Romantic	He gained his title after marrying a woman he met while visiting a prospective colony in **Downunda**. A scholar, Reginald fancied himself a poet and ushered in a wave of artistic exploration. The kingdom's arts flourished, but he was a terrible poet.
King Silvanus the Resolute	Silvanus is the most debated among scholars. Some see him as pragmatic, bringing the powerful and unruly baronies back under the kingdom's control. Others see him as a tyrant who greedily conquered his own people for his gain. Regardless, it is agreed that Silvanus brought the power and solidarity needed in the face of Overlander aggression.
King Sebastian the Worldly	The so-called "Adventurer King" was said to have brokered peace with the Overland quickly just so he could travel the world. He would oversee the stabilization of Downunda, which defers to the Acorn line to this day, and put an end to the power-struggle in **Mercia** in favor of the **O'Hedge** line.
King Frederic the Gracious	Frederic began the first real effort in generations to reach out to the Overland and to open the kingdom to new people and new ideas. It was under his rule that revolutionary creators like **Nate Morgan** and **Ixis Naugus** came into the royal court.
King Maximillian the Cursed	Maximillian inherited the rapidly deteriorating ties with the Overland from his father and endured the Great War. He would follow his father's example by accepting the expatriate **Julian Kintobor**, only to be betrayed by the man. Exiled in the **Zone of Silence** for a decade, he endured numerous hardships before returning to his kingdom, ultimately having to step down due to poor health.
King Elias Acorn	Elias was raised on **Angel Island** and almost dropped his title in favor of being a commoner. He saw the fall of Knothole and released some power to the new Council of Acorn. Having yet to produce a proper heir, it remains to be seen if the Acorn line will last beyond this young king.

MAXIMILLIAN & ALICIA ACORN

PROFILE STATS:

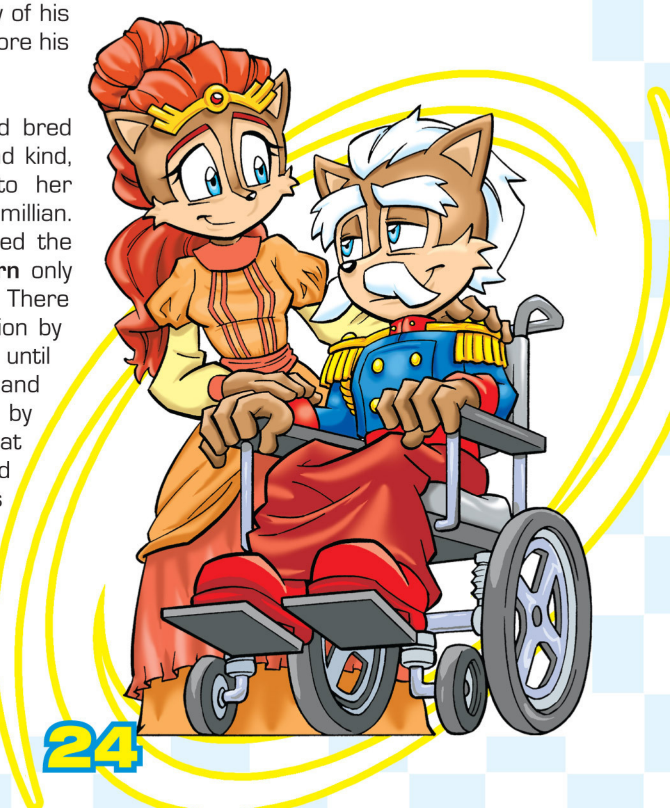
First Appearances:

King Maximillian: Sonic the Hedgehog #36
Queen Alicia: Sonic the Hedgehog #58

Maximillian Acorn was born to **King Fredric Acorn** at the height of the **Kingdom of Acorn's** power. He grew up traditionally: bonded with the **Source of All** at ten years old, betrothed at eleven, and wed by eighteen. When he succeeded his father he was bestowed the **Sword** and **Crown of Acorns**, crafted from the Source that had bonded with him. Maximillian's time as king was short and brutal. Tensions with the **Overland** quickly exploded into war. **Mobotropolis** fell to the invaders, leaving Maximillian to command guerrilla tactics from the sewers. A break came in the form of the Overlander traitor **Julian Kintobor**. Recalling his former tutor, **Nate Morgan**, Maximillian readily took Julian in and made him Warlord. Julian's tactics ultimately saw the fate of the war decided in a sword duel between Maximillian and **Overlord Charlemagne**. Maximillian won and showed great mercy upon the aggressors. But there was no mercy when Julian took on the name of **Dr. Ivo Robotnik** and captured the city from within. Maximillian was exiled to the **Zone of Silence** where the nightmarish landscape and vicious residents nearly drove him insane. The natives brought him to their master: **Ixis Naugus**. Without any other choice, Maximillian swore fealty to Naugus in return of an organic-crystal body that could endure the zone. Maximillian eventually forgot who he was.

Years later, **Princess Sally Acorn** led a rescue mission that returned him home, but without Naugus's magic, Maximillian suffered uncontrolled crystallization. Thanks to the **Freedom Fighters** and **Chaotix** he was later reunited with his sword and crown and healed by their magical bond. Once restored, Maximillian attempted to rebuild his kingdom and family as they would have been. But the world had changed, and his efforts drove his children away. His old tactics led to him being temporarily paralyzed from the waist down. Once he had nearly recovered, his obstinacy left him prone to a poisoning from **Patch D'Coolette**. While the powers of a **Chaos Emerald** saved him from the brink of death, the damage had been done. Maximillian is a shadow of his former self, but still resolved to restore his kingdom to the old ways.

Alicia was a noblewoman born and bred to join the Acorn lineage. Quiet and kind, she readily gives herself wholly to her duties as queen and wife to Maximillian. During the **Great War**, she escaped the Overlander invasion with **Elias Acorn** only to be shot down over **Angel Island**. There she was kept in suspended animation by the **Brotherhood of Guardians** until recovered by **Geoffrey St. John** and his team. She was later revived by an experimental nanite solution that was created by Dr. Robotnik and stolen by Elias. Since then she has watched the world change around her, steadfastly looking after her husband while trying to get to know the children whose lives she's missed.



ELIAS, MEG & ALEXIS ACORN

PROFILE STATS:

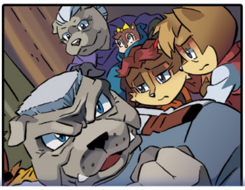
First Appearances:

Elias Acorn: Knuckles the Echidna #20

Meg Acorn: Sonic the Hedgehog #121

Alexis Acorn: Sonic the Hedgehog #134

Elias Acorn was the firstborn of **King Maximillian and Queen Alicia Acorn**. He was rushed to safety as the **Overland** invaded **Mobotropolis** during the **Great War**. The shuttle bearing Elias and his mother was shot down over **Angel Island**, where they were rescued by the **Brotherhood of Guardians**. Elias was cared for by the Brotherhood, but most of his rearing was done by the only other survivors of the crash: **Col. George Sommersby** and his wife, **Martha**. They were allowed to maintain the royal compound already established on Angel Island. Elias grew up as an explorer who enjoyed adventure. After the **First Robotnik War**, he was found by **Geoffrey St. John** and his team, the **Secret Service**.

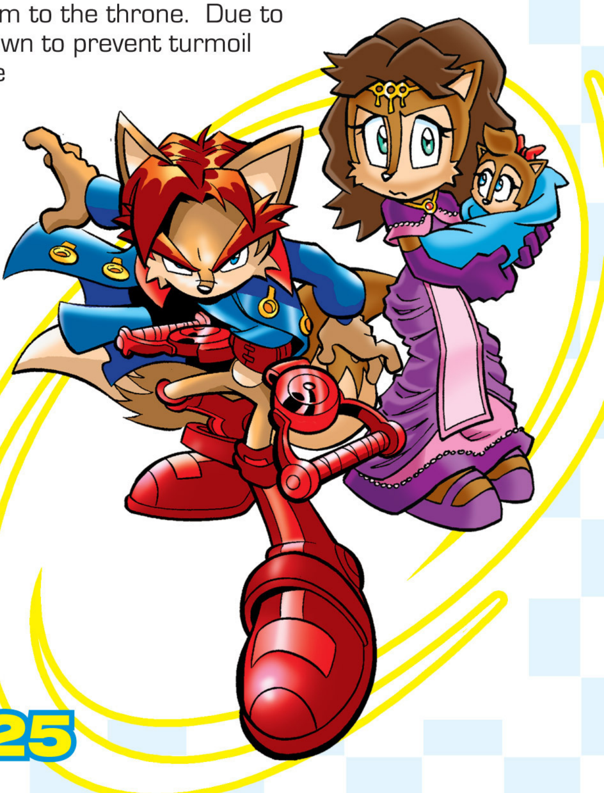


COLONEL SOMMERSBY & MARTHA

Elias returned to Mobotropolis where his father hoped to groom him as his successor. Elias chafed under royal life and the directions of Maximillian and Geoffrey. He ultimately ran away to **Feral Forest** where he met Meg. Elias found in her a partner and a reason to settle his wandering ways. Elias later reconciled with his family, but remained in Feral Forest, and became the father of Meg's daughter, Alexis. Things changed when **Patch D'Coolette's** plans for kinghood forced Elias to reclaim his title to save **Sally** from a cruel fate. Elias became the next **King Acorn**, only to witness the destruction of **Knothole** and a revolt that nearly became civil war.

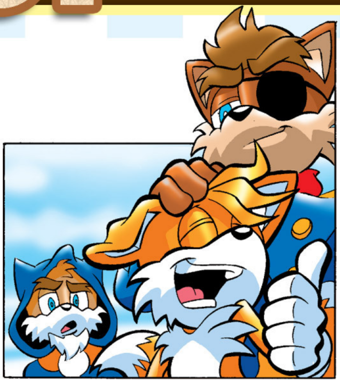
Then came **Ixis Naugus** and his claim to the throne. Due to the circumstances, Elias stepped down to prevent turmoil in the city. However, from there he contacted **Harvey Who** and formed the **Secret Freedom Fighters** to keep Naugus in check.

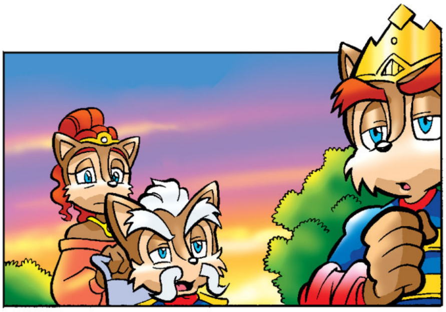
Megan, "Meg" for short, was born and raised in Feral Forest and lost her first husband to **Dr. Eggman's** forces. She has done her best to endure the drastic changes in her once simple life. She is Elias's anchor to reality – a calm voice amid the madness of their lives. While a bit intimidated by the larger-than-life figures around her, Meg thinks **New Mobotropolis** could be the best place to raise her little girl.



COUNCIL OF ACORN

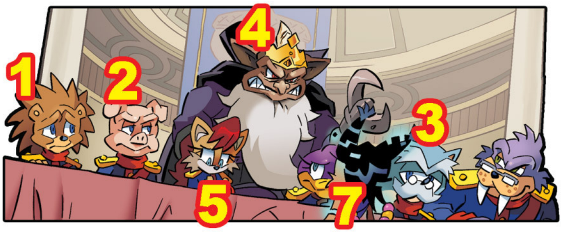
The push to move **New Mobotropolis** from a kingdom to a democracy came from **Cmd. Amadeus** and **Rosemary Prower**. The Prowers had spent over a decade on the alien planet **Argentum** and saw their government run by the people. When they returned to **Mobius** and learned the of the failings of the last two generations of the monarchy, they attempted to rally the people for change.

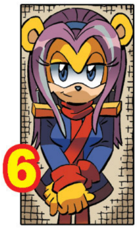




The results were explosive. Many felt the hardships of the **Great War** and the **First** and **Second Robotnik Wars** were the fault of the monarchy and sought reform. Just as many remained loyal to the kingdom and to sacrifices made to preserve it. The city was brought to the brink of civil war. **Sally Acorn**, however, managed to broker peace.

THE COUNCIL OF ACORN UNDER KING NAUGUS' RULE





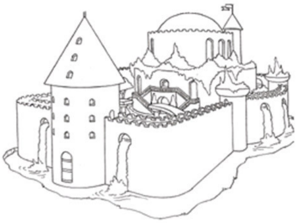
Now the **Republic of Acorn** is run by six **Councilors** and presided over by the king. All government decisions must be voted on by the Council with the king holding the seventh tie-breaking vote and can be deferred to in the event of a crisis. The Councilors are up for re-election every four years while the monarch's seat remains reserved for the Acorn lineage.

PROFILE STATS:

First Appearances:
First assembled: Sonic the Hedgehog #180

1) Dylan Porcupine: Princess Sally #1
2) Hamlin Pig: Princess Sally #1
3) Sir Charles Hedgehog: Sonic the Hedgehog #0
4) King Ixis Naugus: Sonic the Hedgehog #53
5) Rosemary Prower: Super Special #9
6) Isabella Mongoose: Sonic the Hedgehog #102
7) Penelope Platypus: Princess Sally #1

CASTLE ACORN IS THE MEETING PLACE FOR THE ACORN COUNCIL



The Council

Dylan Porcupine – A former member of the **Substitute Legion of Freedom Fighters** whose intentions are pure, but his resolve can falter.

Hamlin Pig – Another former Substitute Legionnaire who is embittered from lack of duties as a Freedom Fighter. Hot-headed, he's out to ensure things get done "right."

Sir Charles Hedgehog – A veteran of the **Great War**, **First Robotnik War**, **Spy Network**, and **Brain Trust**, Charles brings great wisdom and experience.

King Ixis Naugus – The evil wizard was promised the throne by the previous king. His intentions are dubious at best.

Rosemary Prower – A revolutionary and activist, Rosemary's varied experiences from outer space giver her a unique view. She still harbors some suspicions about the monarchy.

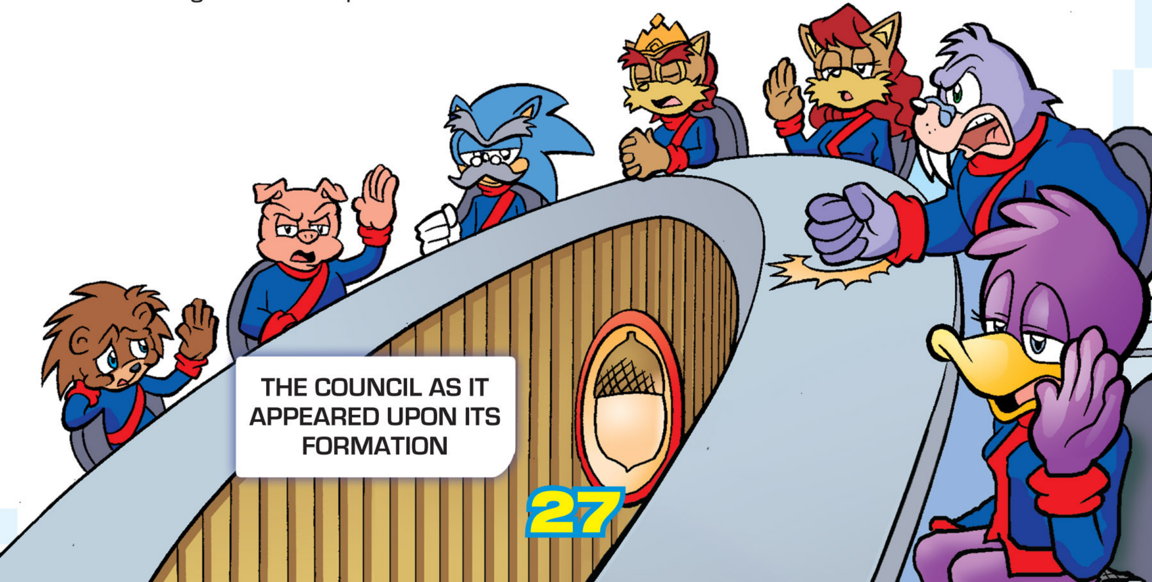
Isabella Mongoose – Inspired by her daughter **Mina**, Isabella ran for office to make a difference.

Penelope Platypus – A comrade of Dylan and Hamlin, she's very reserved and rarely enters into debate, often entering with a surprise vote.

Former Members

(King) Elias Acorn - Initially opposed to losing any authority out of respect for his father, Elias now welcomes the extra help in running the republic.

Rotor Walrus – A founding **Freedom Fighter** who served on both the **Knothole Council** and **Mobotropolis Restoration Committee** in the past. He resigned out of protest over **Nicole's** exile.


THE COUNCIL AS IT APPEARED UPON ITS FORMATION

ROYAL MILITARY & SECRET SERVICE

For reasons unknown, the standing army for the **Republic of Acorn** is staffed almost exclusively by bears: the smaller brown bears and their much larger, fiercer-looking cousins, the grizzlies. Armed with both laser weaponry and simple ranged weapons, they are both the ground forces and police presence for the city.

PROFILE STATS:

First Appearances:

Spy Network (first mention): Sonic the Hedgehog #27

Rebel Underground (first mention): Sonic the Hedgehog #20

Royal Secret Service (first fully assembled): Sonic the Hedgehog #62

Grizzly Bear Royal Guards: Sonic the Hedgehog #48

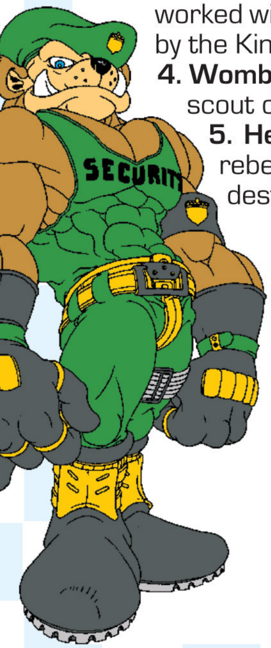
Brown Bear Foot Soldiers: Sonic the Hedgehog #99

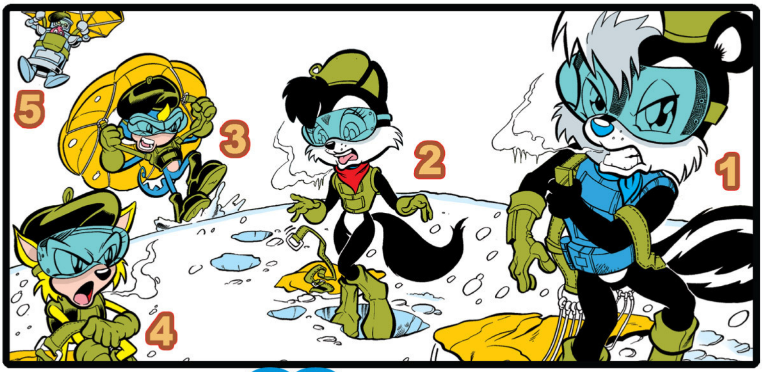
The **Royal Secret Service** started as two different groups. One was the **Spy Network**, run by **Director Harvey Who** and former members of the royal court. Some notable members were **Sir Charles Hedgehog**, **Sleuth Dawg** and the late **Sir Kicks Alott**.

The other was the **Rebel Underground**, a covert operations cell planned by **Armand D'Coolette** shortly after the end of the **Great War**. **Geoffrey St. John** stole the plans and used them to rally forces on the west coast before operating in the heartland.

After the **First Robotnik War**, the Spy Network and Rebel Underground became the **Royal Secret Service**. Geoffrey St. John was made commander of all operations and saw to the training of many operatives. Geoffrey personally recruited the team he used to recover **Queen Alicia** and **Prince Elias Acorn**. The team, however, has since fallen apart.

1. **Geoffrey St. John –** The Field leader (revealed as Ixis Apprentice).
2. **Hershey Cat –** Once duped into a murder plot against **Sally Acorn** by **Drago Wolf**, she became Geoffrey's protégé and electronics expert (Presumed K.I.A.).
3. **Valdez the Chameleon –** An operative of the **Shinobi Clan** who seems to have worked with Geoffrey in the past. Valdez joined to keep tabs on movements by the Kingdom of Acorn (roboticized, defeated by Espio).
4. **Wombat Stu –** Tough, rugged, nimble and attentive, Stu was the young scout of the team (returned to his original team).
5. **Heavy & Bomb – Badniks** whose advanced A.I. allowed them to rebel against **Dr. Robotnik** (reprogrammed by **Dr. Eggman** and destroyed for a time, now members of Team Freedom).



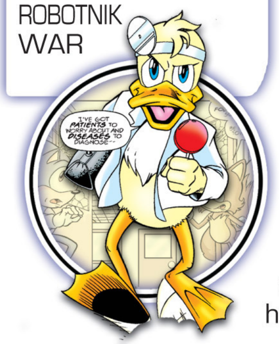


DR QUACK & FAMILY

PROFILE STATS:

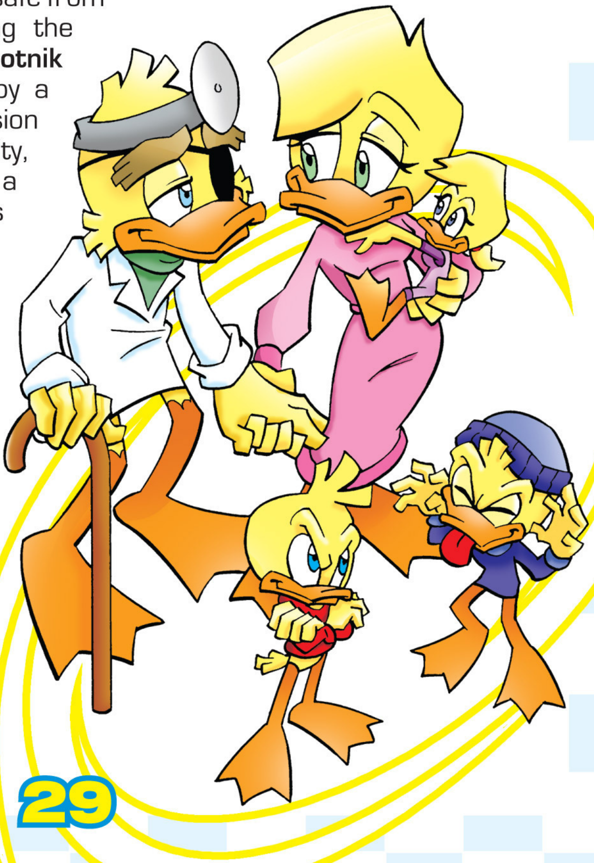
First Appearances:
Dr. Horatio Quentin Quack: Sonic the Hedgehog #43
The Quack Family: Sonic the Hedgehog #49

APPEARANCE DURING FIRST ROBOTNIK WAR

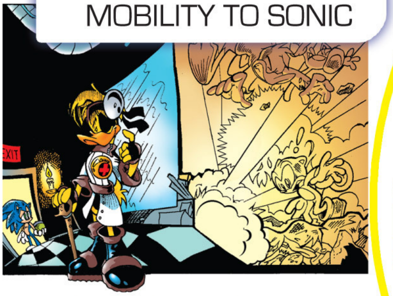

I'VE GOT PATIENTS TO WORRY ABOUT AND DISEASES TO DIAGNOSE--

Dr. Horatio Quentin Quack comes from a long line of doctors and is an especially brilliant addition to the family line. What he lacks sometimes, however, is a proper bedside manner and is oftentimes so caught up in his work he forgets he's working with living beings. Dr. Quack is the royal physician as well as the lead doctor at the **Tommy Turtle Memorial Hospital**. Dr. Quack is always willing and eager to try new, experimental and outlandish technology in the name of greater healing, although it has come back to haunt him.

It was his **Electro-Encellographic Memory Inducer**, or "Dream Watcher," that allowed **Dr. Ivo Robotnik** to locate **Knothole** at the end of the **First Robotnik War**. Dr. Quack was forced to take part in a ruse that painted **Sonic the Hedgehog** as the murderer of **Sally Acorn**. Dr. Quack cooperated to protect his family but secretly managed to keep the comatose princess safe from the villains. Much later, during the early days of the **Second Robotnik War**, Dr. Quack was injured by a landmine's shrapnel. The explosion cost him an eye and his full mobility, keeping him dependent on a cane. Dr. Quack is married to his plucky, upbeat wife **Elizabeth**. They have two young sons, **Hubert** and **Duane**, and a toddler daughter, **Louise**.



RETELLING THE STORY OF HIS LOST EYE AND MOBILITY TO SONIC



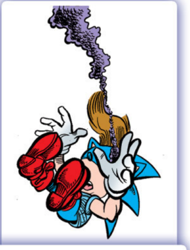
HEDGEHOG FAMILY

PROFILE STATS:

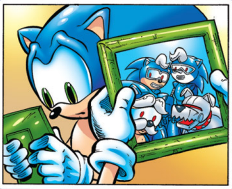
First Appearances:

Jules Hedgehog: Sonic the Hedgehog #45
Bernadette Hedgehog: Sonic Super Special #2
Sir Charles Hedgehog: Sonic the Hedgehog #0

Jules Hedgehog was once the opposite of his brother: a loud-mouthed risk taker who was a bit on the dense side. He was also courageous and caring. It was these qualities that caught the eye of his former classmate and comrade during the **Great War, Bernadette Hedgehog**. Jules would accompany the more capable "Bernie" on reconnaissance and demolition missions, hounding her for a date. She eventually gave in, quickly stumbled into love, and the two were wed on the battlefield. **Charles Hedgehog**, meanwhile, was the quiet and brilliant brother to Jules. A genius in robotics and bio-technology, he also could whip up a mean chilidog. Charles was one of **Nate Morgan's** best students and knighted young for his contributions to the kingdom.



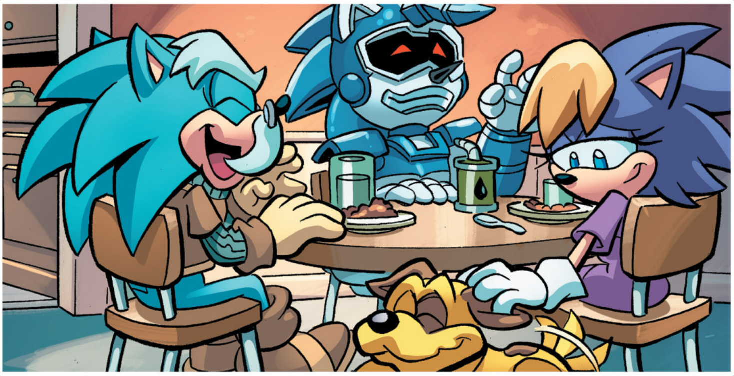
JULES SUCCUMBS TO OVERLANDER ATTACK



Very shortly after the birth of **Sonic the Hedgehog**, Jules was gravely injured. As peace returned to **Mobotropolis**, Sir Charles threw himself into developing a new type of medical technology – the roboticizer. Jules was the first test subject and, while his life was saved, he was turned into the first Robian. Bernie investigated **Julian Kintobor's** use of Jules only to be roboticized herself, with her transformation dubbed an accident. Sir Charles, mortified that his invention had ruined his family, abandoned the project to Julian and took to raising Sonic and running a chilidog stand. After **Dr. Robotnik's** conquest, Sir Charles moved the stand on the outskirts of Old Mobotropolis to provide food to the refugees. As Dr. Robotnik's control of the region tightened, Charles was arrested by **SWAT Bots** under pretense and he was roboticized. Sonic made numerous efforts to rescue his beloved uncle, who regained his free will and joined the **Spy Network** for a time. Ultimately, however, the intervention of the Bem would return all the Robians to normal – except Jules, whose injuries have endured his deroboticization and proved fatal.

The Hedgehog family is happily united after years apart, and despite Jules's robotic form, they manage a normal life (as normal as life with Sonic can be).

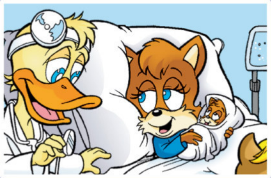
CLOCKWISE FROM LEFT: SIR CHARLES, JULES, BERNIE & MUTTSKI



PROWER FAMILY

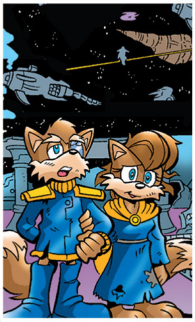
PROFILE STATS:

First Appearances:
Amadeus Prower: Sonic Super Special #9
Rosemary Prower: Sonic Super Special #9
Merlin Prower: Sonic the Hedgehog #42



Proud Momma Rosemary with Dr. Quack after having given birth to her son, Miles.

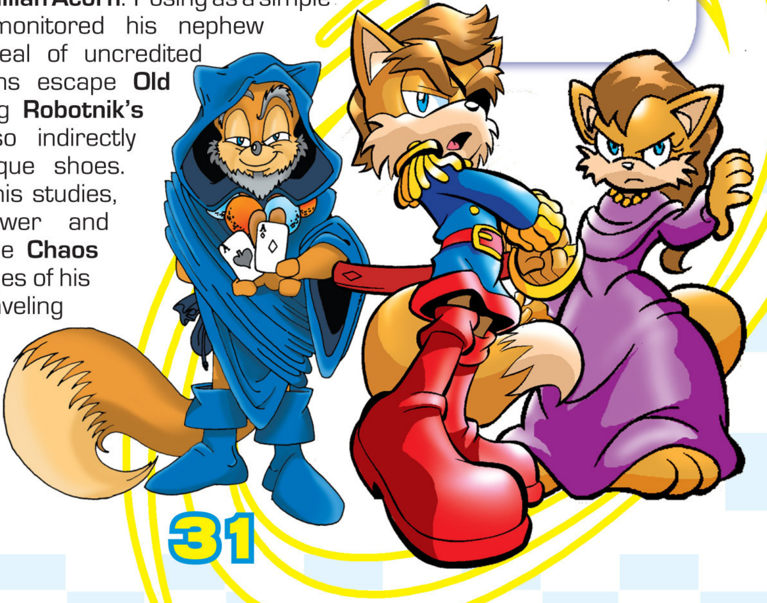
Commander Amadeus Prower earned the name "Conductor of the Battlefield" when he was a general during the **Great War**. He orchestrated some of the war's most successful military movements and was largely responsible for keeping **Mobotropolis** from fully falling to the **Overland**. Just before his son's birth, though, his investigation into **Warlord Julian Kintobor's** activities led to his roboticization. **Rosemary Prower** was an activist whose ideals were put on hold when the kingdom needed support. She and Amadeus enjoyed matching wits and were ready to work to improve Mobotropolis after the war. Upon the birth of **Miles Prower**, she was devastated when the disguised Robian Amadeus seemed to reject their son. She was captured and was almost roboticized herself, but she and her husband were rescued by the **Bem** and spent over a decade on the planet **Argentum**. Rosemary and the restored Amadeus were exposed to many new ideas from the many races of outer space. They went into hiding when the war between the **Black Arms** and **Xorda** turned their host world into a war zone, and were rescued by **Sonic the Hedgehog** and their long-lost son, **Tails**. Once home they learned of all the hardships the next generation had endured, and so they led the revolution that brought about the **Council of Acorn**, of which Rosemary holds a seat.



The Prowers during their time on the Ring-World

Merlin Prower, brother of Amadeus, was deep in his studies when he was directed by the **Ancient Walkers** to serve **King Maximillian Acorn**. Posing as a simple magician, Merlin monitored his nephew and did a great deal of uncredited work helping citizens escape **Old Mobotropolis** during **Robotnik's** take-over. He also indirectly gave Tails his unique shoes. Merlin returned to his studies, increasing his power and understanding of the **Chaos Force**. The final stages of his training have him traveling **Mobius** under the guidance of his mentor, the **Neo Walker Athair.**

FROM LEFT: MERLIN, AMADEUS & ROSEMARY

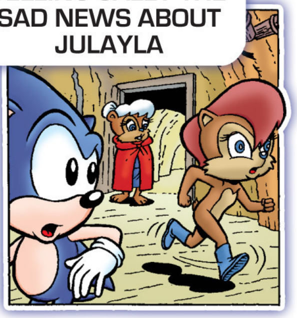


ROSIE & THE ORPHANS

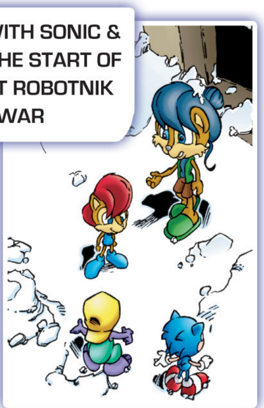
PROFILE STATS:

First Appearances:
Rosie Woodchuck:
Sonic the Hedgehog #43
Rory, Sasha and Snaggle:
Sonic the Hedgehog #78

Rosie Woodchuck was once the nanny to the royal family and helped raise the young **Princess Sally Acorn** after the **Great War**. Rosie was a bit softer-spoken than her cousin, **Julayla**, but no less wise. With the help of her highly skilled and learned cousin, Rosie was instrumental in getting the next generation evacuated from **Mobotropolis** to **Knothole** during **Dr. Ivo Robotnik's** takeover. With the **First Robotnik War** came many casualties, and with those casualties came orphans. Rosie tasked herself with providing a loving presence for all the children and helping them grow into their full potential. After all, her guidance had proven results in the Freedom Fighters. Rosie carries on in loving memory of her late cousin.



TELLING SALLY THE SAD NEWS ABOUT JULAYLA



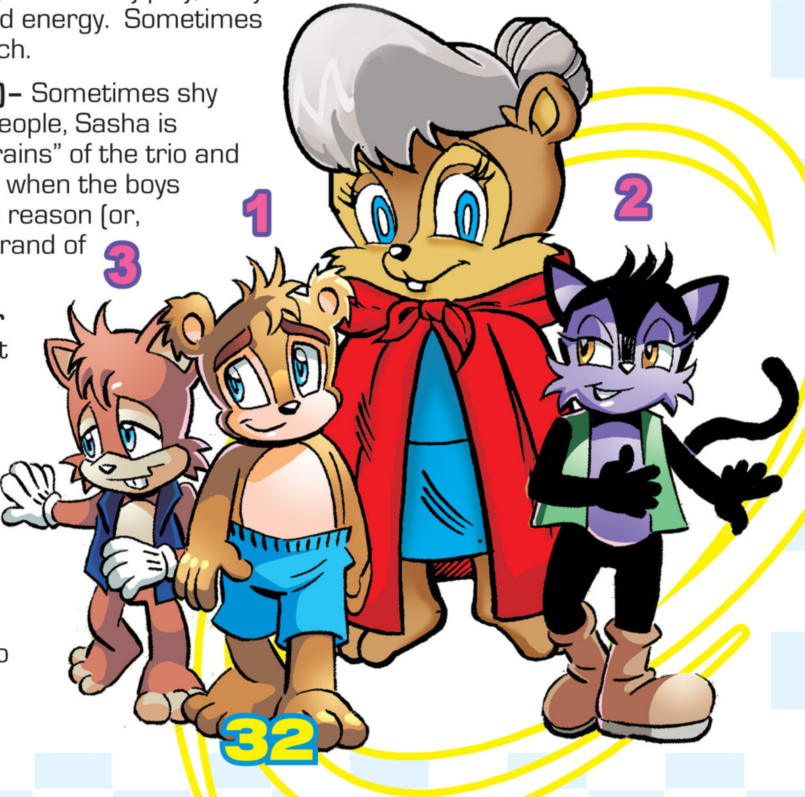
ROSIE WITH SONIC & CO. AT THE START OF THE 1ST ROBOTNIK WAR

The three orphans most often seen with Rosie are:

Rory Bear (1) – A bit roly-poly, Rory is full of life and energy. Sometimes a little too much.

Sasha Cat (2)– Sometimes shy around new people, Sasha is usually the "brains" of the trio and can get bossy when the boys won't listen to reason (or, at least, her brand of reason).

Snaggle Tiger (3)– He's a bit of a follower and the most skittish of the trio. He's sometimes confused when Rory and Sasha's wills clash, unsure of who to follow.

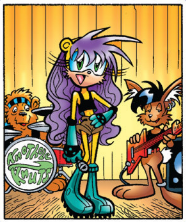


Mina the Mongoose & the Forget-Me-Knots

PROFILE STATS:

First Appearance:
Mina Mongoose:
Sonic the Hedgehog #76
Ash Mongoose:
Sonic the Hedgehog #134
Forget-Me-Knots:
Sonic the Hedgehog #201

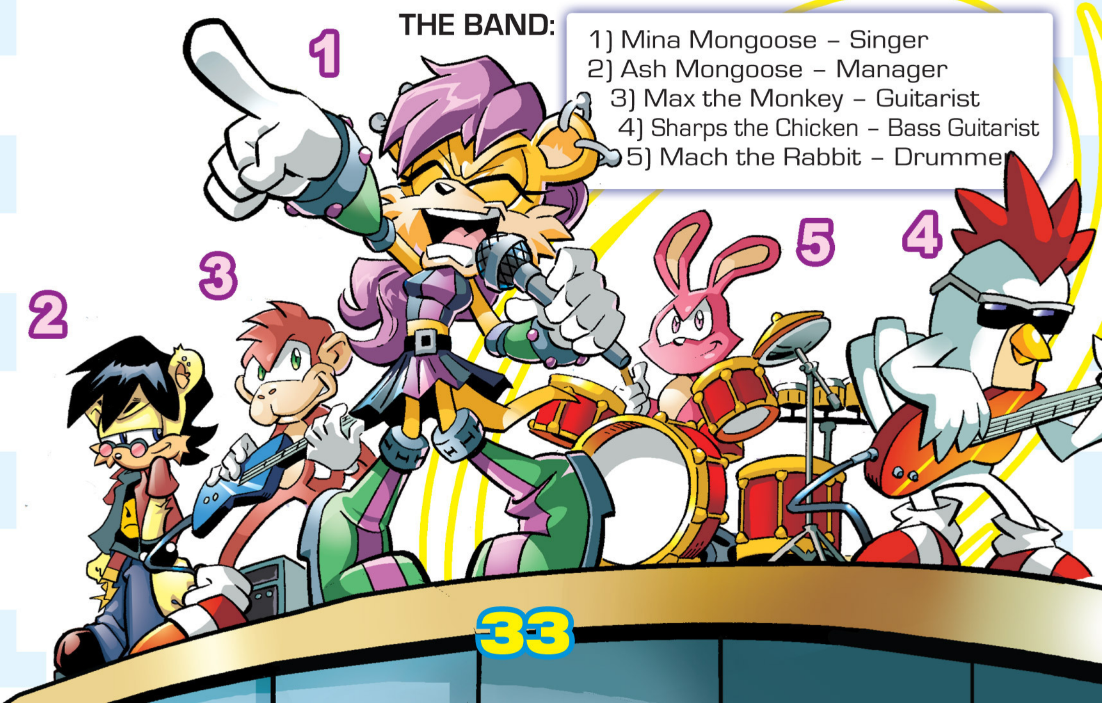
Mina Mongoose was just another girl caught up in the madness of the **First and Second Robotnik Wars**. She had already lost her father, **Arthur**, to the **Great War** and her Robian mother, Isabella, to **Dr. Ivo "Eggman" Robotnik.** She first met **Sonic the Hedgehog** while trying to rescue her recently captured mother. This was shortly after she had been visited by the magical projection of **Mammoth Mogul**, who gifted her with Sonic-like speed. Mina was almost immediately smitten with Sonic – a fact Mogul foresaw and planned to one day capitalize on. Mina pursued Sonic's attention, even going so far as a misguided attempt to join the **Freedom Fighters**. While she made an effort and proved to have potential, she locked up in the heat of combat and nearly died. Realizing her mistake, she retired from the team, but joined Sonic on a rescue mission to retrieve **Sally Acorn** from **Nack the Weasel**. During the mission, Mina realized she'd been oblivious to Sonic's feelings for Sally, and she still took a bullet to protect the princess. Once healed, she was encouraged by Sonic and her rescued mother to pursued her natural gift: a beautiful singing voice. By following her true talents she excelled, forming her first band, the **Knothole Knuts**. Her music also brought her **Ash Mongoose**. Ash was a troubled soul who had not adjusted well to the turmoil of the Robotnik Wars and found comfort in Mina's music. She unlocked a softer side to him, and he soon became both her boyfriend and her band's manager. Mina's bargain with Mogul eventually returned to haunt her when she was used as a pawn in his bid to regain a **Chaos Emerald**. Under complete mind-control, her life was put in danger to coerce Sonic. With his demands met, Mogul freed Mina of her magical bond, yet she retained her super-speed. Shortly after, Mina reformed her band with new members and rechristened them as the **Forget-Me-Knots** in remembrance of **Knothole's** destruction. Mina continues to be the lead singer of her band, hoping to inspire people with her music, and earning world-wide acclaim.



Mina with her 1st group: the Knothole Knuts

THE BAND:

1) Mina Mongoose – Singer
2) Ash Mongoose – Manager
3) Max the Monkey – Guitarist
4) Sharps the Chicken – Bass Guitarist
5) Mach the Rabbit – Drumme



RABBIT FAMILY

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #219

Abilities:

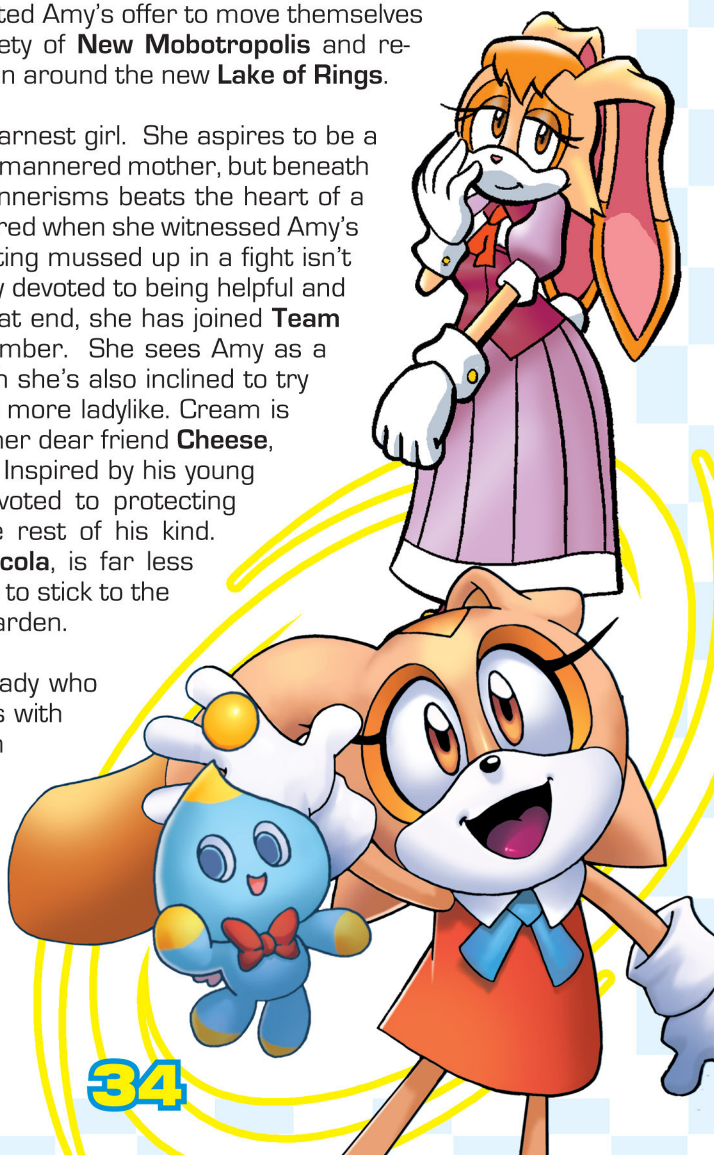
Flight – Cream can fly and glide with her massive ears.

Cheese – Cheese is a chao of incredible power, rumored to be on his forth or fifth evolution cycle.

Cream the Rabbit lived with her mother, **Vanilla**, on their plantation in the **Southern Baronies**. There they watched over one of the largest **Chao Gardens** on **Mobius** and helped the tiny chao grow and prosper. When **Knothole** was destroyed, they took in all the chao who evacuated the **Lake of Rings Chao Garden**. The **Eggman Empire** was drawn to their plantation, mistaking all the chao for some kind of mystical energy deposit. **Amy Rose** came to their rescue. While the chao and the Rabbit Family were saved, their plantation and the Chao Garden were ruined. Vanilla and Cream accepted Amy's offer to move themselves and the chao to the safety of **New Mobotropolis** and re-establish the Chao Garden around the new **Lake of Rings**.

Cream is a very sweet, earnest girl. She aspires to be a "proper lady" like her well-mannered mother, but beneath the prim and proper mannerisms beats the heart of a hero – as Cream discovered when she witnessed Amy's own heroism. While getting mussed up in a fight isn't "proper," Cream is deeply devoted to being helpful and protecting others. To that end, she has joined **Team Freedom** as a junior member. She sees Amy as a mentor of sorts, although she's also inclined to try to teach Amy to be a bit more ladylike. Cream is always accompanied by her dear friend **Cheese**, a chao in a red bow tie. Inspired by his young friend, Cheese is as devoted to protecting Cream as she is to the rest of his kind. Cheese's "brother," **Chocola**, is far less adventurous and prefers to stick to the anonymity of the Chao Garden.

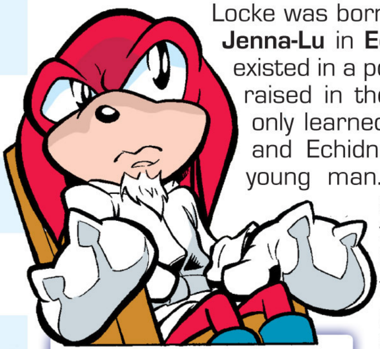
Vanilla is a very proper lady who has had some misgivings with Cream getting involved in dangerous adventures or serving with Team Freedom. She's slowly growing accustomed to the ever-exciting life in New Mobotropolis.



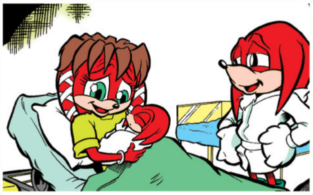
LOCKE

PROFILE STATS:

First Appearance:
Sonic's Friendly Nemesis: Knuckles #3

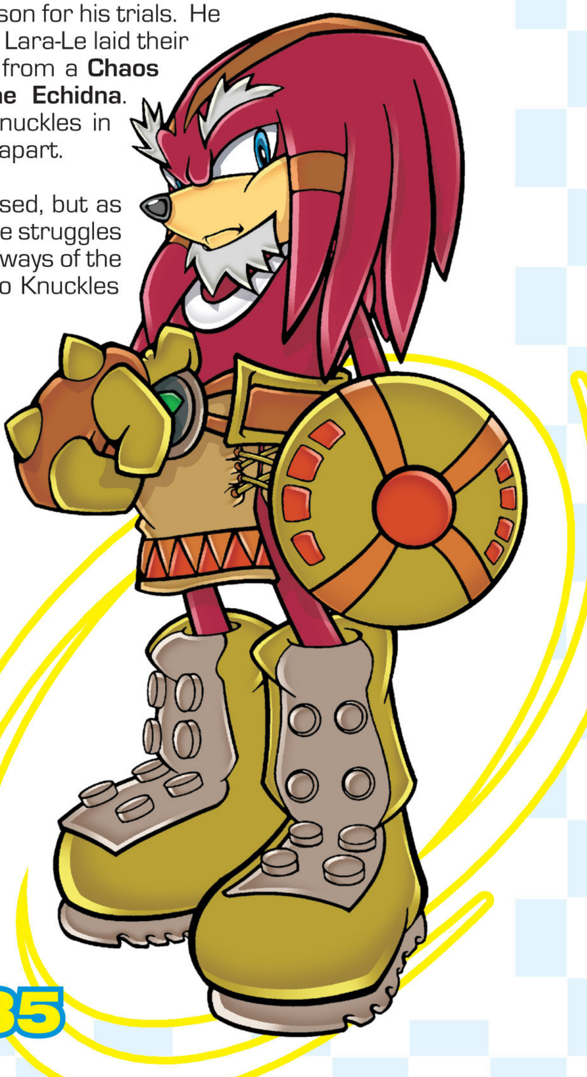


LOCKE'S CLASSIC "BROTHERHOOD"ATTIRE



LOCKE & LARA-LE WITH THEIR NEWBORN BABY BOY, KNUCKLES

Locke was born to **Guardian Sabre** and **Jenna-Lu** in **Echidnaopolis** while it still existed in a pocket dimension. He was raised in the traditional fashion and only learned the truth of his lineage and Echidnaopolis when he was a young man. Locke was a devoted student of the traditional teachings and echidna history. His rigid life of training, learning and guarding was broken only when he met the lovely and tenacious **Lara-Le**, a woman of high society. Shortly after they were wed, Locke received a dire vision of his son-to-be in a struggle against a horrible evil, and so devoted himself to preparing his future son for his trials. He experimented with his own DNA, and once Lara-Le laid their son's egg, he bathed it in energy directly from a **Chaos Emerald**. The result was **Knuckles the Echidna**. This, and Locke's insistence on raising Knuckles in Guardian tradition, drove him and Lara-Le apart.



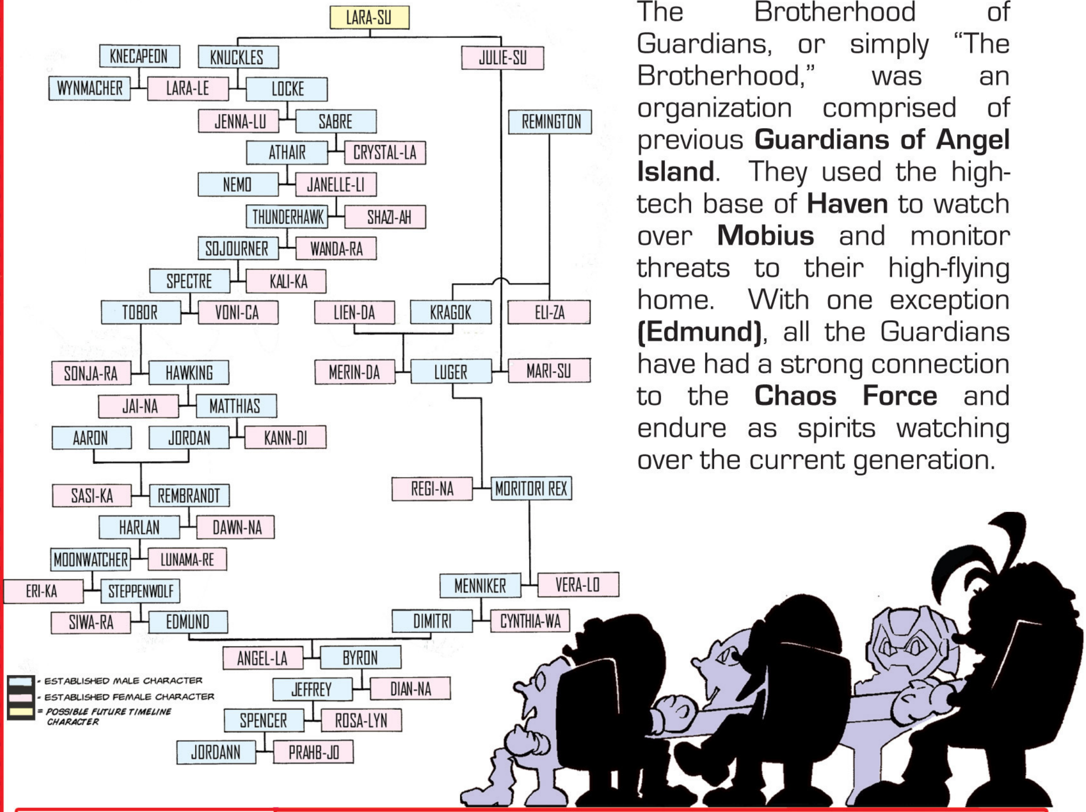
Locke raised Knuckles as he had been raised, but as he watched and aided Knuckles in his unique struggles from afar, he began to doubt the secretive ways of the **Brotherhood**. Eventually he revealed all to Knuckles once they were reunited.

The change in heart was short-lived. When **Dr. Ivo "Eggman" Robotnik** invaded Angel Island during the **Second Robotnik War**, the Brotherhood was apparently wiped out and Echidnaopolis burned to the ground. Locke fell back on his teachings took on a rustic, tribal outlook in an attempt to protect what was left of his people. As his situation grew more dire, so did he, and he began making choices he would not have considered years ago.

Locke's work to protect his son backfired when **Dr. Finitevus** used Knuckles' innate power to awaken Enerjak. When he learned the nature of the spell placed upon his son, Locke sacrificed himself to break the hex upon the **Master Emerald**. By rescuing his son, he freed him of the destiny he had pushed upon him.

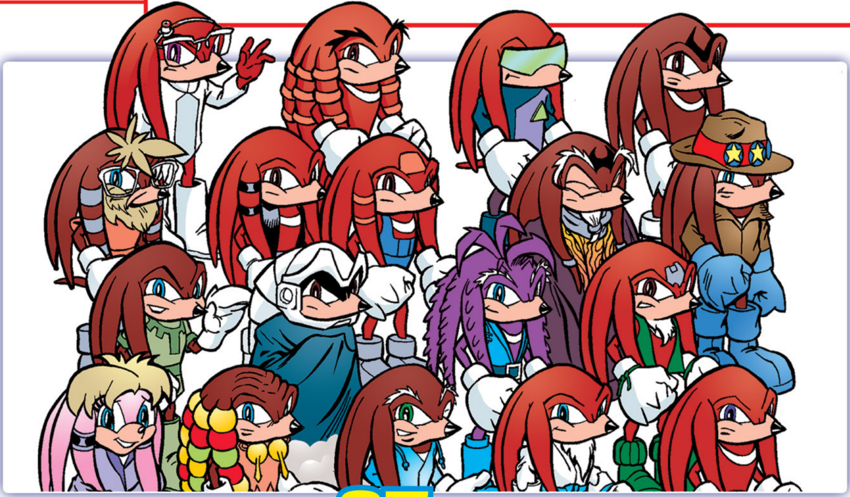
THE BROTHERHOOD OF GUARDIANS

The Brotherhood of Guardians, or simply "The Brotherhood," was an organization comprised of previous **Guardians of Angel Island**. They used the high-tech base of **Haven** to watch over **Mobius** and monitor threats to their high-flying home. With one exception **(Edmund)**, all the Guardians have had a strong connection to the **Chaos Force** and endure as spirits watching over the current generation.


LARA-SU
KNECAPEON
KNUCKLES
JULIE-SU
WYNMACHER
LARA-LE
LOCKE
JENNA-LU
SABRE
REMINGTON
ATHAIR
CRYSTAL-LA
NEMO
JANELLE-LI
THUNDERHAWK
SHAZI-AH
SOJOURNER
WANDA-RA
SPECTRE
KALI-KA
TOBOR
VONI-CA
LIEN-DA
KRAGOK
ELI-ZA
SONJA-RA
HAWKING
MERIN-DA
LUGER
MARI-SU
JAI-NA
MATTHIAS
AARON
JORDAN
KANN-DI
REGI-NA
MORITORI REX
SASI-KA
REMBRANDT
HARLAN
DAWN-NA
MOONWATCHER
LUNAMA-RE
ERI-KA
STEPPENWOLF
MENNIKER
VERA-LO
SIWA-RA
EDMUND
DIMITRI
CYNTHIA-WA
ANGEL-LA
BYRON
JEFFREY
DIAN-NA
SPENCER
ROSA-LYN
JORDANN
PRAHB-JO
= ESTABLISHED MALE CHARACTER
= ESTABLISHED FEMALE CHARACTER
= POSSIBLE FUTURE TIMELINE CHARACTER

Edmund (deceased)	The first Guardian, also in charge of dismantling the high-technology society and storing the artifacts and examples in the **Grand Conservatory**. He was killed in the line of duty by the **Dark Legion**.
Steppenwolf (deceased)	The first "true" Guardian, fully trained in the art of channeling **Chaos Energy**. He banished the Dark Legion to the **Twilight Cage**.
Moonwatcher (deceased)	Helped introduce a number of Mobian races to **Angel Island**, most notably the chameleons of **Rainbow Valley.**
Harlan (deceased)	His meditations offered a deeper understanding of the Chaos Force and how to control Chaos Energy.
Rembrandt (deceased)	First to name the collective "The Brotherhood of Guardians" and established the survivalist training tradition for all future Guardians.
Aaron (deceased)	The second Guardian to die in the line of duty. He prevented a joint **Overland**-Dark Legion nuclear assault on Angel Island. This also led to the demise of **Grandmaster Menniker**.
Jordan (deceased)	Aaron's brother and first Guardian to seek the title rather than inherit it. He was also the first to undergo the new training regimen.

Matthias (deceased)	The first to significantly build from Harlan's research and perfect astral projection, allowing him to manifest himself in the world even after death.
Hawking (deceased)	Oversaw the evacuation of Angel Island due to nuclear disaster using the **Hyper Zone Projector**. He would spend his life overseeing the island's clean-up and the slow reintegration of each society into the **Prime Zone**.
Tobor (deceased)	Confronted **Grandmaster Moritori Rex** and was replaced by him. Shamed, he spent most of his life in self-exile. He eventually gave his life stopping **Grandmaster Kragok**.
Spectre (lost to Twilight Cage)	Kidnapped in a Dark Legion plot to indoctrinate a Guardian to their cause. He resisted, driving them back into the Twilight Cage, but was forever marked by the cybernetics forced upon him.
Sojourner (lost to Twilight Cage)	First to redirect the Brotherhood's focus on "regions of concern" around Mobius and work abroad.
Thunderhawk (lost to Twilight Cage)	Pushed back an invasion led by the young **Grandmaster Luger** and mapped the revitalized Angel Island.
Janelle-Li (deceased)	The first female Guardian. She served her term and most of her son's before succumbing to illness secretly brought on by still-incognito Moritori Rex.
Athair (Neo Walker)	Left his position at the direction of the Ancient Walkers to become Mitre of the **Lost Tribe** and led them most of the way to **Albion**. Often acted as the **Ancient Walkers'** messenger.
Sabre (lost to Twilight Cage)	Trained by **Archimedes**, Sabre was born to the Lost Tribe and had a falling out with Athair. Stern but open-minded.
Locke (deceased)	Performed genetic experiments upon himself to create an especially powerful heir. He irradiated **Knuckles'** egg to the same ends. Sacrificed himself to save Knuckles.
Knuckles	Current Guardian of Angel Island.

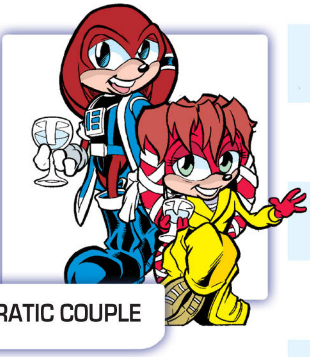


KNUCKLES' FAMILY

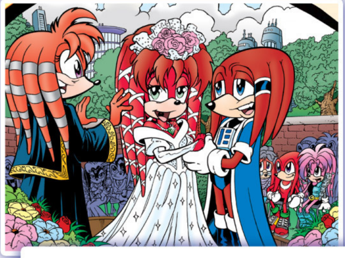
PROFILE STATS:

First Appearances:
Locke: Sonic's Friendly Nemesis: Knuckles #1
Lara-Le: Knuckles the Echidna #4
Wynmacher: Knuckles the Echidna #6
Knecapeon "Kneecaps" Mace: Sonic the Hedgehog #139

Knuckles the Echidna was born to **Guardian Locke** and **Lady Lara-Le** in the city of **Echidnaopolis** while the city still existed within its own pocket dimension. Knuckles never knew this urban life, however, as Locke took him to **Angel Island** for his traditional Guardian upbringing at a very young age. Lara-Le was left behind with no say in the matter. This, and Locke's refusal to budge on the matter, ultimately broke them apart. Despite being the only partner to divorce her Guardian, Lara-Le maintained her station within the high society of Echidnaopolis.



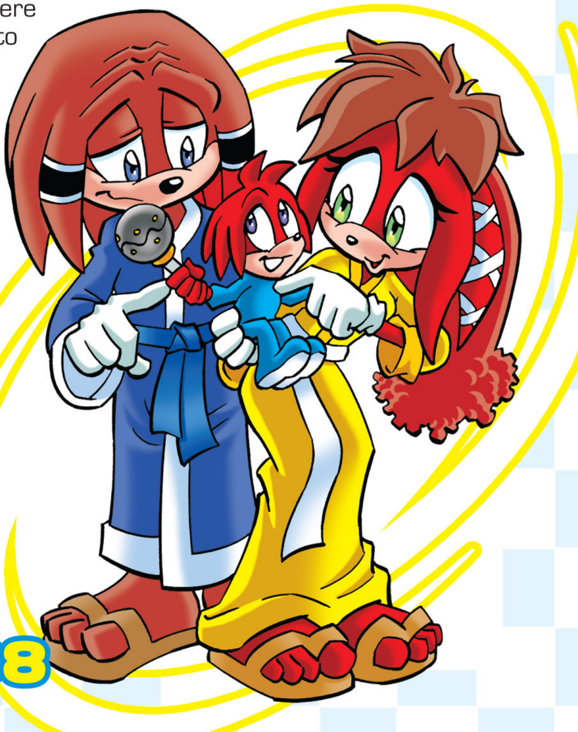
THE ARISTOCRATIC COUPLE



LARA-LE & WYNMACHER ARE WED ON ANGEL ISLAND

Lara-Le eventually met **Wynmacher**, another well-to-do echidna and former varsity athlete. While not as rugged or worldly as Locke, Wynmacher was a romantic and deeply sympathized with Lara-Le's ordeal. He courted her and the two fell in love, but resolved to wait on making any serious commitments until Lara-Le could be reunited with her son. The time came sooner than anyone expected as the effects of the **Ultimate Annihilator** thrust Echidnaopolis back into the **Prime Zone** and back onto Angel Island. Knuckles had difficulty adjusting to a life and family he had no memory of, but came to accept each element in time. Shortly after returning to Angel Island, Lara-Le and Wynmacher were wed. Within a year, Lara-Le gave birth to **Knecapeon Mace**.

Then everything changed. The loss of their city and the Brotherhood drove Locke to a ruthlessness that nearly doomed him, and he made the ultimate sacrifice to save Knuckles. After the **Eggman Empire's** invasion, Lara-Le, Wynmacher, and "Kneecaps" were forced to adapt to a more rustic lifestyle with the other survivors. Lara-Le later became the matriarch of her people. Knuckles' family has found refuge in the remains of **Albion** and go on living and working for a better tomorrow. Despite the internal struggles, Knuckles has never doubted that his family loves him and is there for him when he needs them.

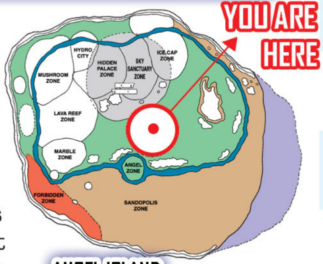


ECHIDNA CIVILIZATIONS:

ECHIDNAOPOLIS

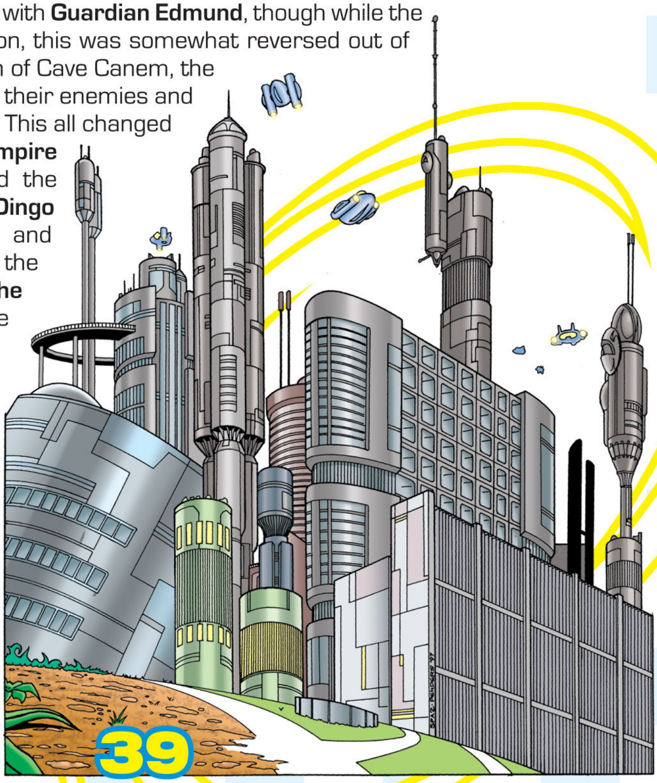
PROFILE STATS:

First Appearance: Knuckles the Echidna #4



ANGEL ISLAND

The once-thriving city of Echidnaopolis was predated hundreds of years by the **First Downunda Colony**. Founded by **Albion** scientists during the **Forgotten Wars**, the First Colony was devoted to researching means to combat the **Order of Ixis**. Terrible actions were taken in the name of the "greater good," and once these were discovered, the colony was destroyed and the culprits punished. The second expedition set out to establish a new colony much later. It briefly settled in **Soumerca** where it lost the militaristic caste, **the Knuckles Clan**, and the high-tech caste, the **Nocturnus Clan**. These clans went to war with each other and the indigenous **Felidae** of the **País Misterioso** (or "Mysterious Cat Country"). The expedition left the warmongers behind and went on to the site in Downunda. This time they established the city of Echidnaopolis, a brilliant reminder of Albion. Even as it was beset by local **Dingo** tribes, the city remained a beacon of civilization in an otherwise untamed land. Then, some 600 years ago, the **Great White Comet** threatened to annihilate the city. A plan was launched to save the city which would ultimately give rise to **Angel Island**. Hundreds of years later another catastrophic threat loomed as the Dingoes launched a nuclear assault at the city. While the missiles were destroyed, the nuclear fallout threatened all life on the island. **Guardian Hawking** built the **Hyper Zone Projector** to move Echidnaopolis and each of the other small habitations to separate pocket dimensions. Each society existed in peace until the effects of the **Ultimate Annihilator** forced Echidnaoplis back into the **Prime Zone** and onto Angel Island. In the process, it destroyed the dingo city of **Cave Canem**. Echidnaopolis changed little over the years. It saw some scaling back of its technology beginning with **Guardian Edmund**, though while the city was set in its own dimension, this was somewhat reversed out of necessity. With the destruction of Cave Canem, the dingoes were forced to live with their enemies and largely became a servant class. This all changed in 3237 when the **Eggman Empire** invaded the island and leveled the city. The Empire-sponsored **Dingo Regime** rebuilt Cave Canem and took its terrible revenge on the echidnas. The efforts of **Sonic the Hedgehog** and the **Chaotix** broke their control, and Echidnaopolis saw a remarkable amount of reconstruction. But without the **Brotherhood** or a military to protect them, the Dingo Regime returned to destroy the work that was done. By the time of the fourth **Enerjak**, Echidnaopolis was little more than a smattering of huts hidden in the **Mushroom Hills**. With all of its inhabitants now residing in **Albion**, it seems unlikely the city will ever return to its former glory.

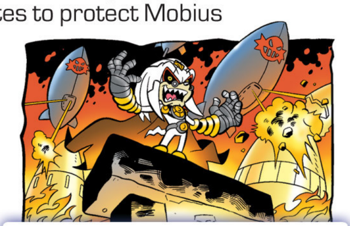


ECHIDNA CIVILIZATIONS: ALBION

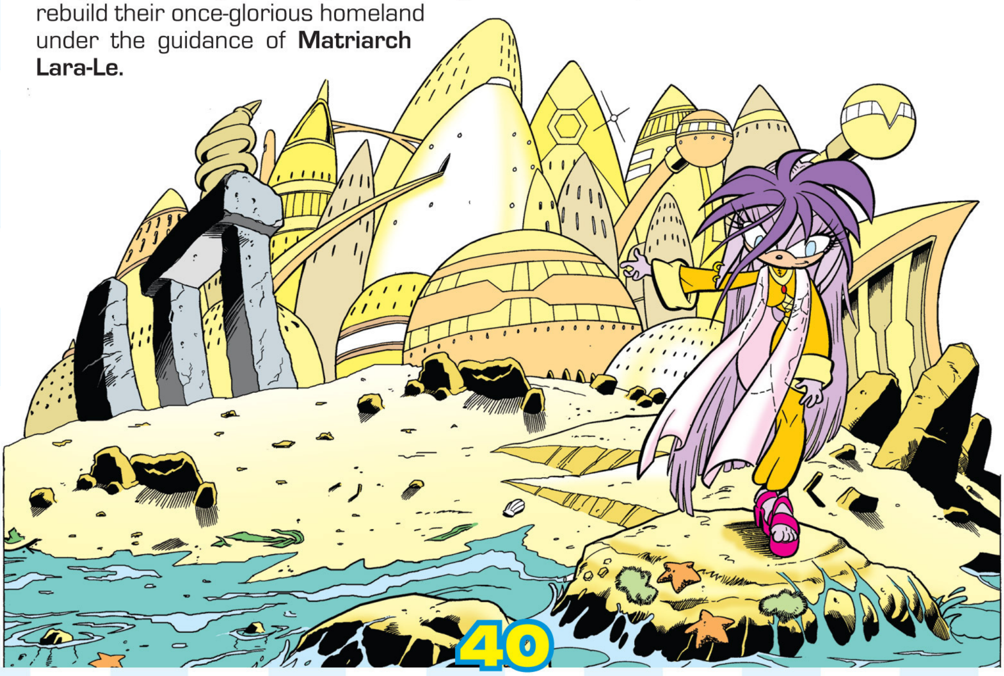
PROFILE STATS:

First Appearance:
Knuckles the Echidna #12

Albion, which resides off the coast of **Mercia**, is the homeland of all echidnas. Long after the **Gene Bombs** ravaged **Earth**, and thousands of years after the extinction of the **mobosaurs** and the **Coming of the Chaos Emeralds**, the echidnas emerged as the most rapidly evolving species on **Mobius**. While most other species were still living in feral packs, the echidnas had mastered the long-lost arts of language and organized society. Seeing themselves as superior and among savages, the echidnas secluded themselves on a small island and built their utopia of Albion. They hid their civilization from the world and steadily advanced among themselves, caring little for the events of the world at large. The Albionites governed themselves by a council of six appointed leaders, including the **High Councilor** who presided over them. By the time most of Mobius was in basic tribal set-ups, the echidnas were perfecting space travel and investigating the secrets of **Chaos Energy**. The only notable effort made by the Albionites to protect Mobius came when the threat of the **Order of Ixis** promised to plunge the world into darkness. **The Templar Knights of Aurora**, armed with the latest technology, battled the elemental mages. Science and magic were equally matched, and the battles ravaged the world and gave rise to many terrible things. Ultimately, the destruction proved so rampant that there was nothing left to detail the events. The Order of Ixis was basically extinct, and the Albionites returned to seclusion. This period became known as the **Forgotten Wars**. After thousands of years of isolation, disaster struck. One of Albion's own, the now-altered Dr. Finitevus, gave the **Eggman Empire** direct access to the city. Albion, having lived in peace for hundreds of years, was caught totally off guard. The fighting for the city was vicious. The Eggman Empire left only rubble, and almost all the citizens died in the **Egg Grapes**. Thanks to the actions of the fourth **Enerjak**, however, the city hosts some life: the survivors of **Echidnaopolis** and a large number of former **Dark Legionnaires** that were returned to their homeland. Equipped with only what they can scavenge from the ruins, these last few echidnas work to rebuild their once-glorious homeland under the guidance of **Matriarch Lara-Le.**



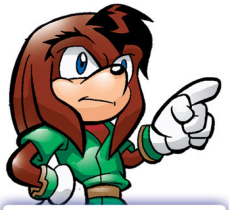
Dr. Finitevus & the Eggman Empire ravage Albion



REMINGTON

PROFILE STATS:

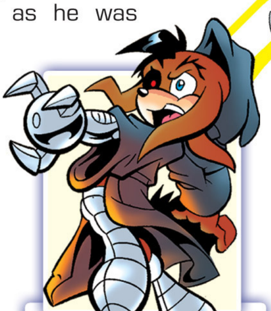
First Appearance: Knuckles the Echidna #4



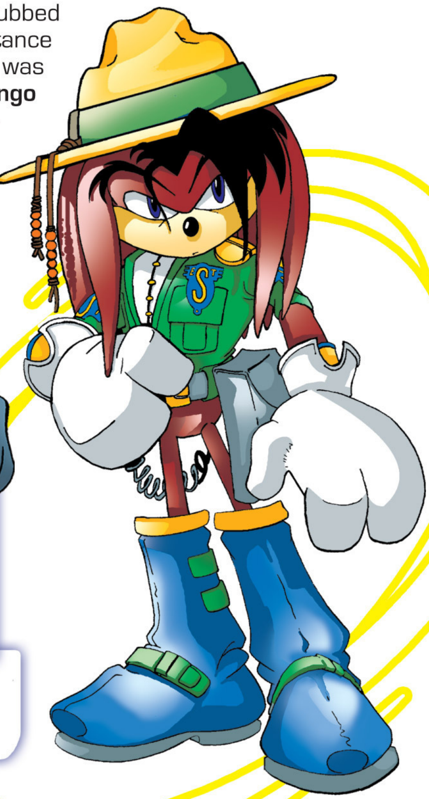
ALBION EST REMINGTON

Remington was born to **Grandmaster Kragok** and **Eli-Za** within the **Twilight Cage** (or **Zone**). Like all youth born into the **Dark Legion**, Remington had a memory neutralizing chip implanted in his brain shortly after birth. He was to follow in the family tradition and one day become **Grandmaster of the Legion** and continue the blood feud with the **Brotherhood of Guardians.** Eli-Za planned for something different. She had been selected by Kragok and was wise enough to agree to the terms of the madman. As she was let into the inner workings of the Legion, she got to know Kragok's sister, **Lien-Da**, and found her to be equally ruthless. Remington meant Lien-Da would rise no higher than **Kommissar**, and that put Eli-Za's baby in danger.

Eli-Za used pirated **Marauder** technology to teleport herself and Remington back to the **Prime Zone**, appearing to have been vaporized. She was intercepted by the Brotherhood and pleaded her case, providing what information she could in exchange for being integrated into **Echidnaopolis**. With the use of their memory neutralizing chips, mother and child awoke in the city as "poor anmesiacs" and found their places in society; thus Remington was raised without any knowledge of his origin. He was naturally driven to provide law and order, and so he entered into training with the **Echidna Security Team**. Studious and committed, he rose through the ranks until he became the protégé of the brilliant team leader, **Constable Holmes**. After Holmes retired, it came as no surprise to anyone that Remington was named his successor. Remington enforced peace with unwavering fairness, even when the echidnas' enemies, the **Dingos**, were forced to live among them. He showed a deep respect for the Brotherhood, and even came to worship **Knuckles the Echidna** when he returned from the dead and was dubbed the "Avatar" by his people. He personally led the resistance against the **Eggman Empire's** invasion, and as such was the prime target for capture and torture by the **Dingo Regime**. He was then briefly subjected to the spirit-erasing effects of the **Egg Grapes** before being "rescued" by **Dr. Finitevus**. He modified Remington into a grim likeness of Kragok, implanting memories and desires and returning him to the Dark Legion. Remington fought his aunt for command of the Legion, ultimately leading a faction that used cryogenic weaponry and called themselves the **Frost Legion.** His reign as "Grandmaster Remington" was short-lived as he was completely restored to his former self by the fourth **Enerjak**, then deposited in **Albion**. Remington now leads a new version of the E.S.T. comprised of both former officers and former Dark Legionnaires. His just and heroic spirit inspires trust and respect from his men as they protect the last settlement of echidnas on **Mobius**.



GRANDMASTER REMINGTON

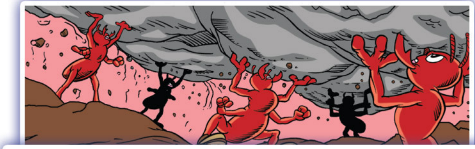


FIRE-ANT LINEAGE

PROFILE STATS:

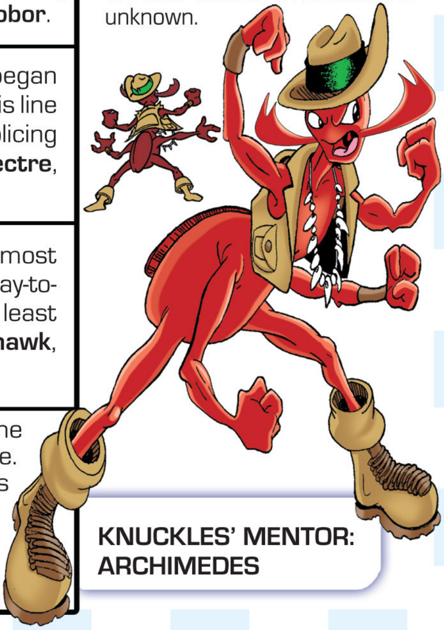
First Appearances:
Christopholese: Knuckles the Echidna #2
Bona Fortuna: Knuckles the Echidna #17
Deo Volente: Knuckles the Echidna #7
Semper Fidelis: Knuckles the Echidna #16
Archimedes: Sonic's Friendly Nemesis: Knuckles #1

The Fire-Ants are one of the oldest civilizations on **Mobius**, and perhaps the least understood. They have kept out of most world affairs, content to tend to themselves. Originally from **Downunda**, the entirety of the monarchy was raised in the belly of **Angel Island** 600 years ago. Fire-Ants are very long-lived, averaging three to four times the average Mobian lifetime. They are capable of digging and constructing projects of incredible scope for their diminutive size. Most can breathe fire and possess limited ranged teleportation. **All Fire-Ants** can communicate telepathically through their antennae. The **Advisor Line** possesses the most advanced degree of these powers. Led by the **Queen** and her **Council of Advisors**, the Fire-Ants took a vested interest in their equally-advanced Echidna neighbors. After witnessing the tragedies committed by the **First Downunda Colony,** the Fire-Ants resolved to help guide the **Echidnas** down a better path of self-policing while helping to fend off the more vicious residents, like the **Dingos**. This is why, 600 years ago, they helped rescue the **Second Downunda Colony** and **Echidnaopolis** by digging up the landmass that would become **Angel Island**. Then, 400 years ago, they constructed the hidden base of **Haven** and the **Zoot Chute** network for the new Guardian line. The effort was spearheaded by Christopheles, and his family would dedicate itself to the training of Guardians for centuries to come. The Fire-Ant Queendom fell to the **Eggman Empire** in 3237 with extensive damage to its population and infrastructure. Whether the Queendom even survived or if the handful of Fire-Ants seen are now without a homeland is unknown.



HELPING LIFT ANGEL ISLAND OFF THE GROUND

Christopheles	The founder of the Advisor Line. A scholar and visionary, he set the standard for his descendants. Mentored **Edmund, Steppenwolf, Moonwatcher,** and **Harlan**.
Bona Fortuna	The first of their family to inherit the position. Introduced a flair of mysticism to the training processes but saw the most hardship befall his charges. Mentored **Rembrant, Jordan, Aaron, Hawking** and **Tobor**.
Deo Volente	A pragmatic spiritualist who began to phase out the direct role of his line in favor of the Brotherhood policing itself. Mentored **Matthias**, **Spectre**, and **Sojourner**.
Semper Fidelis	An adventurer who was the most active in the Guardians' day-to-day activities, but also the least instructive. Mentored **Thunderhawk**, **Janelle-Li** and **Athair**.
Archimedes	A pragmatist who saw the most upheaval during his time. He followed Christopheles's methods closely and currently mentors **Knuckles**. Mentored **Sabre**, **Locke** and **Knuckles**.



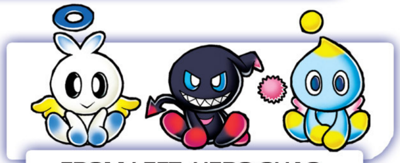
KNUCKLES' MENTOR: ARCHIMEDES

CHAO, CHAOS & TIKAL

PROFILE STATS:

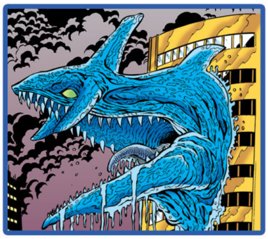
First Appearances

Chaos: Sonic the Hedgehog #79
Chao: Sonic the Hedgehog #82
Tikal: Sonic the Hedgehog #82



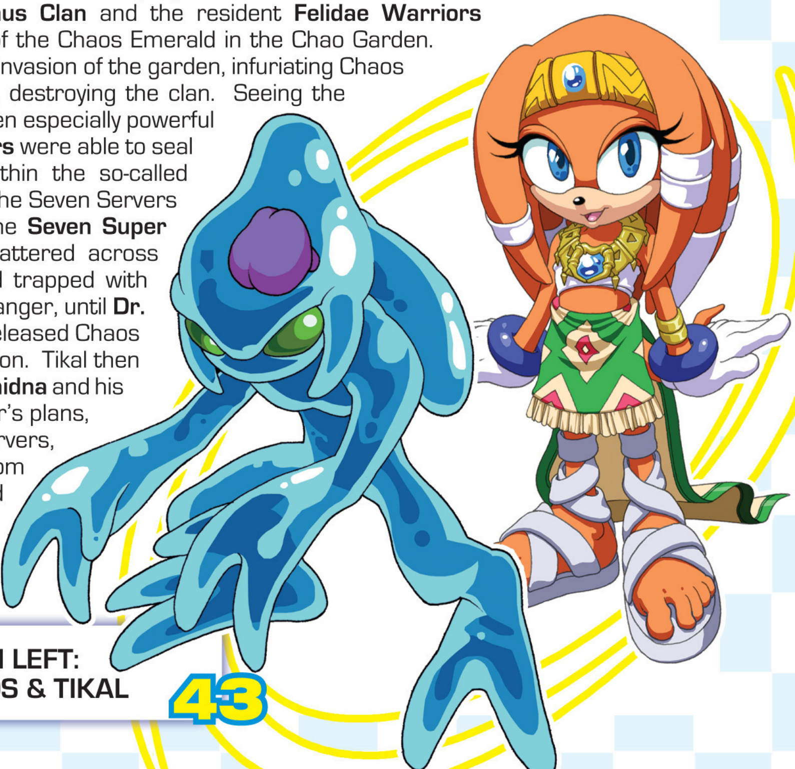
FROM LEFT: HERO CHAO, DARK CHAO, NORMAL CHAO

Chaos is a creature composed of living water. Its origin is a mystery – some say it is an eternal spirit, or it is an incredibly advanced and mutated **chao**. Other rumors say it is one of the **Seven Ixis Masterworks**. The truth may never be known. It is known that Chaos is primarily peaceful, existing as inert water and watching over its children, the chao. It only becomes active in times of danger, and only attacks when the chao need protection. Its drives are very basic (anger, fear, love, etc.) and it can mutate into powerful forms if it has a **Chaos Emerald**. If Chaos holds all seven, it turns into a nigh-unstoppable monster called **Perfect Chaos**.



Chao are tiny creatures that hatch from eggs. They live exclusively in **Chao Gardens** – remote, idyllic sanctuaries filled with magical energy. They spend their days eating, sleeping and playing. The chao can also gain the traits of creatures to which they are exposed. For example, if a chao comes into contact with a bird, its flying abilities increase. After a certain amount of exposure, the chao will envelope itself into a cocoon and mature into a grown chao. At the end of its life-cycle, the chao will tuck itself into another cocoon and emerge as an egg – reborn as a new chao with the traits it had in its past life.

Tikal was the daughter of **Chief Pachacamac**, head of the **Knuckles Clan**. Despite being part of a warrior caste, Tikal followed the teachings of her grandmother and was a devout pacifist. It was her gentle ways that earned her the trust of the chao in the local Chao Garden and the trust of Chaos. Tragedy struck when the war between the Knuckles Clan, their rival **Nocturnus Clan** and the resident **Felidae Warriors** necessitated the power of the Chaos Emerald in the Chao Garden. Pachacamac led a brutal invasion of the garden, infuriating Chaos and unleashing its wrath, destroying the clan. Seeing the destruction, Tikal and seven especially powerful chao known as the **Servers** were able to seal her spirit and Chaos within the so-called "Black Chaos Emerald." The Seven Servers were transformed into the **Seven Super Chaos Emeralds** and scattered across the world. Tikal remained trapped with Chaos, trying to sooth its anger, until **Dr. Ivo "Eggman" Robotnik** released Chaos in a bid for world domination. Tikal then assisted **Knuckles the Echidna** and his friends in foiling the doctor's plans, awakening the Seven Servers, and quelling Chaos. From there, Tikal led Chaos and the Seven Servers to a separate **Zone** where they rest in peace.



FROM LEFT: CHAOS & TIKAL

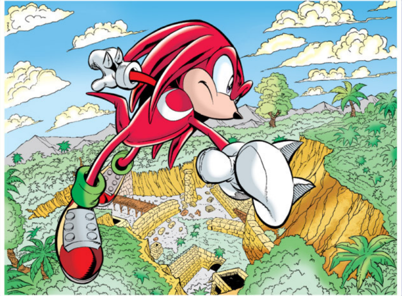
KNUCKLES CLAN

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #82

The Knuckles Clan was comprised of echidnas from a warrior caste in the old **Albion** society. They were part of the **Second Downunda Colony** effort that originally settled on **Soumerca**. The land was already claimed by the **Felidae of the País Misterioso** (or "Mysterious Cat Country").

Led by **Pachacamac**, the **Knuckles Clan** opted to stay and fight with the support of an advanced sciences caste, the **Nocturnus Clan**. The two clans were left behind by the other science castes. However, shortly after dedicating themselves to the fight, a rift opened between the two leaders. Pachacamac took a more rustic approach, naming himself "chief" of his clan, and waged war on both the Felidae and the Nocturnus Clan.

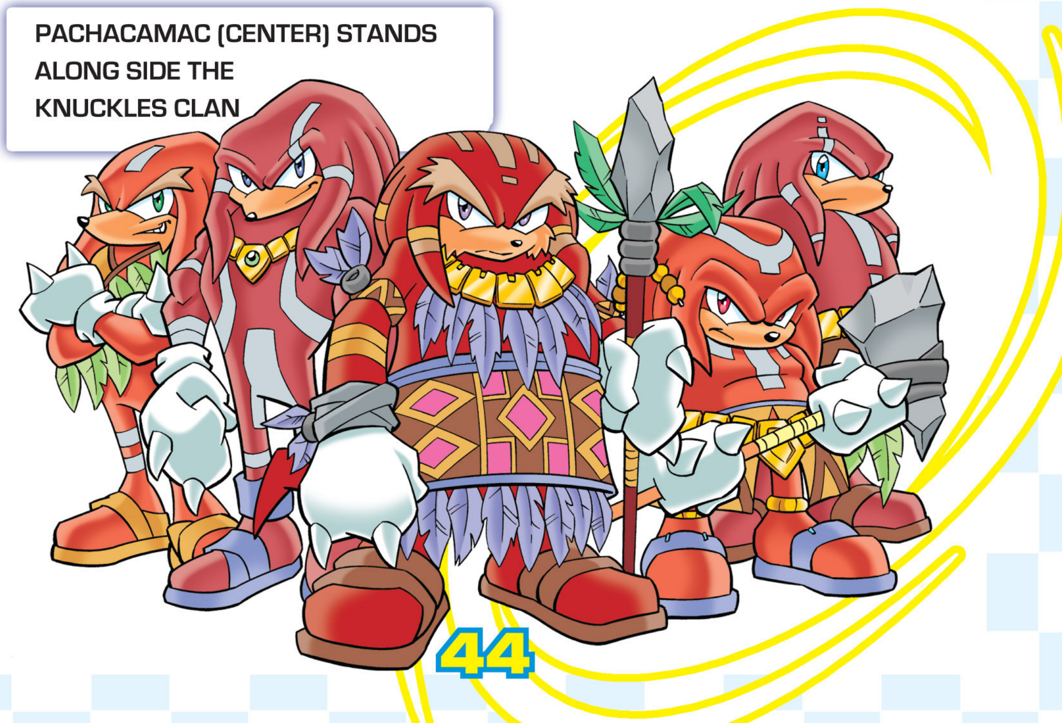


KNUCKLES SURVEYS THE ANCIENT RUINS OF THE KNUICKLES CLAN COLONY

Overwhelmed, Pachacamac looked to harness the power of the **Chaos Emeralds** sustaining the local **Chao Garden**. Pachacamac ignored the warnings of his daughter, **Tikal**, and seized the gems by force. His ruthlessness awoke the anger of **Chaos**, who lashed out. The Knuckles Clan was destroyed in a matter of hours.

There are a few ruins of the Knuckles Clan's settlement that tell of their grim conquest, but the only living testament to their existence is a **Guardian** named after them: **Knuckles the Echidna.**

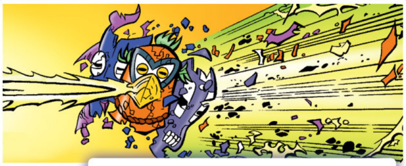
PACHACAMAC (CENTER) STANDS ALONG SIDE THE KNUCKLES CLAN



ANCIENT WALKERS

PROFILE STATS:

First Appearance:
Sonic Triple Trouble Special



DESTROYED BY THE PLANS OF ANONYMOUS

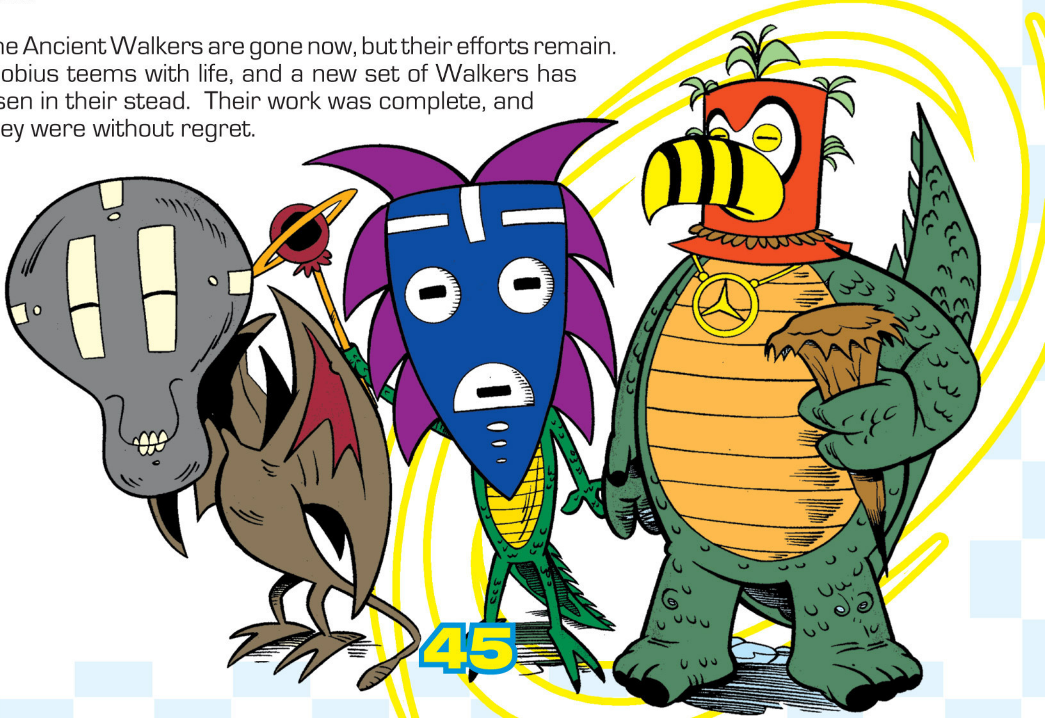
The Ancient Walkers were **mobosaurs** – dinosaur-like creatures that arose thousands of years after **Earth** had been ravaged by the **Gene Bomb**. During the **Coming of the Chaos Emeralds**, most of the mobosaurs were wiped out. The Ancient Walkers, however, managed to harness their energies and were granted great insight and even greater power. They gained the ability to move between the corporeal world and the **Chaos Force** at will. Having seen such power wipe out their kind, they swore to use it very carefully.

For thousands of years they watched as the Mobians evolved. Very rarely did they ever show themselves to the world. The first known contact was when they tutored the brilliant scientist duo of **Aurora-La** and **Enerjak**. Their first directly confrontational action was when they cursed the Chaos Emerald fused with **Mammoth Mogul** to ensure all of his campaigns would end in failure.

The Walkers helped guide the course of the world for thousands of years – but understanding that they would not last forever, they began seeking out suitable candidates to succeed them as the **Neo Walker**s. They also protected the "Champions" who would defend **Mobius** directly during one of its most tumultuous periods.

The beginning of the end came when Mammoth Mogul used power stolen from **Knuckles the Echidna** to attack them before going on invade the multiverse. The Ancient Walkers barely survived the strike. Not long after, the villain **Anonymous** enacted its plan which saw a hole torn between dimensions to open the **Zone of Silence**. The shockwave ripped through the Chaos Force and delivered their final blow.

The Ancient Walkers are gone now, but their efforts remain. Mobius teems with life, and a new set of Walkers has risen in their stead. Their work was complete, and they were without regret.



NEO WALKERS

PROFILE STATS:

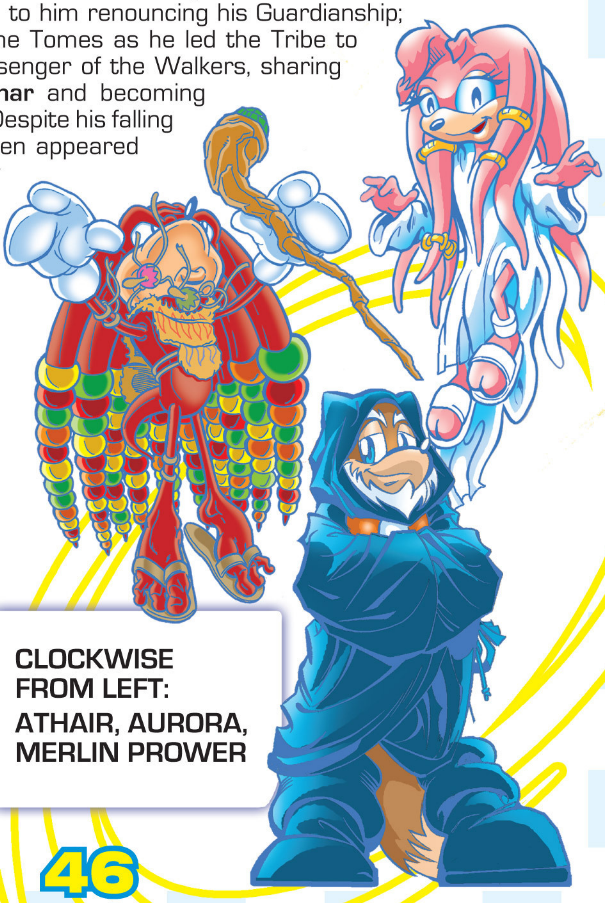
First Appearances –
Aurora:
Sonic the Hedgehog #122
Athair:
Tails #2
Merlin Prower:
Sonic the Hedgehog #42

The **Ancient Walkers** foresaw their eventual destruction and began preparing others to watch over the world in their stead. The individual experience and power of the Neo Walkers varies greatly between them. They follow their predecessors' precedent of observation with very limited interference, but as they grow in their understanding of the **Chaos Force** so too may their influence.

AURORA – Born Aurora, she was originally a Chaos researcher in ancient **Albion**. She and her partner, **Enerjak**, made so much progress they attracted the attention of the Ancient Walkers and were granted even greater insight. While Enerjak would take a self-destructive path, Aurora-La went on to become known as the goddess "Aurora." She would attempt to spread her enlightenment to her people – and the world – through the three **Tomes**: the **Tome of Prophecy**, the **Tome of Recollections**, and the **Tome of Mysteries**, the latter of which is more commonly known as the "Book of Myths." She is the most powerful of the New Walkers. Her perceived appearance may vary wildly depending on the beholder. She sent visions to **Guardian Locke** to prevent **Knuckles** from becoming Enerjak – a fate he, ultimately, couldn't avoid. While well-meaning, she has forgotten what mortal life is like for others, having been long detached from her own.

ATHAIR – Athair, born a Guardian, was summoned by the Ancient Walkers to become **Mitre of the Lost Tribe**. This led to him renouncing his Guardianship; he instead dedicated his life to the Tomes as he led the Tribe to **Albion**. He often acted as a messenger of the Walkers, sharing his wisdom with his disciple **Yanar** and becoming known as a mystic in **Downunda**. Despite his falling out with the **Brotherhood**, he often appeared to aid Knuckles. He eventually transcended beyond his physical body to become the second Neo Walker.

MERLIN PROWER – Merlin spent most of his life studying the ways of the Chaos Force and eventually came into contact with the Ancient Walkers. Through their direction he served the Kingdom of Acorn, downplaying himself as a simple magician. He also worked to secretly help his nephew, **Tails**, realize his full potential. Merlin is the newest and most inexperienced of the Neo Walkers, but his "youth" brings a fresh perspective to these would-be gods.



CLOCKWISE FROM LEFT:
ATHAIR, AURORA, MERLIN PROWER

TEAM DARK

PROFILE STATS:

First Appearance:
Sonic Universe #4

Team Dark is a small, surgical strike force in the greater **G.U.N.** military. The team is highly unorthodox in that it is comprised of traditional enemies of the humans and **Overlanders** – namely two Mobians and an advanced **badnik**. Team Dark handles missions that are beyond the scope of traditional G.U.N. soldiers or weapons. Its three members can do the work of twenty heavily-supported, skilled soldiers or more. The name of the team is two-fold, in part referring to the shady pasts and dealings of each member, and in part referring to the nature of many of their missions. Most of their actions are to go unknown to the world at large, and are often under this directive: "Do whatever it takes."

Members:

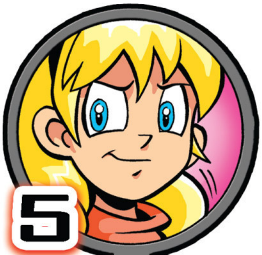
Cmd. Abraham Tower (1) – He directly oversees each of Team Dark's missions.

Shadow the Hedgehog (2) – The team's answer to **Sonic**, providing speed and power. He works to ensure the G.U.N. of today is nothing like the G.U.N. of his past.

Rouge the Bat (3) – The team's spy, infiltrator, air support, demolitions expert and general jill-of-all-trades. She's working off her criminal record, and she finds the entire situation amusing.

E-123 / "Omega" (4) – Heavy weapons support, rumored to have the equivalent of at least half of G.U.N.'s collective ordinance. Team Dark is the only place he can achieve both his life's goals: protect the world, and blow things up.

Hope Kintobor (5) – Inventor and creator of gadgets for field support. She's dedicated to helping the world live free of the tyranny of her distant uncle, **Dr. Ivo "Eggman" Robotnik.**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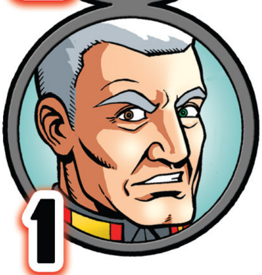
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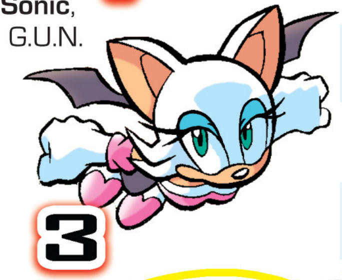
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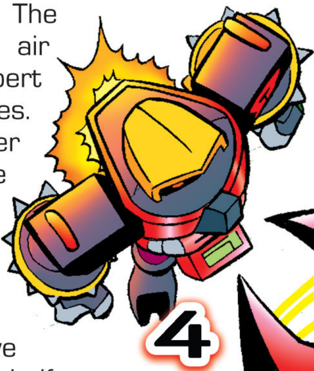
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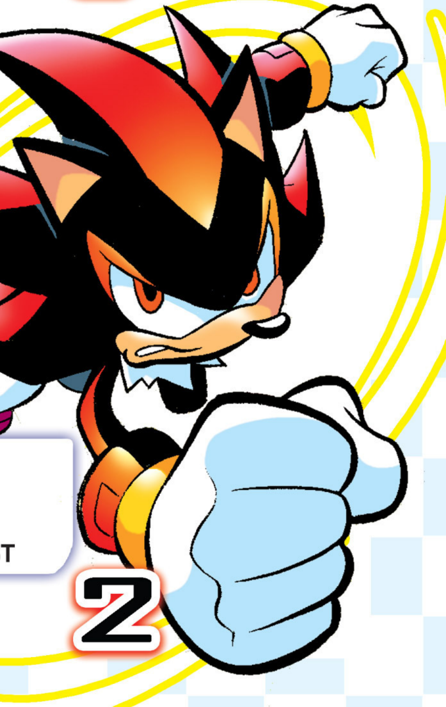
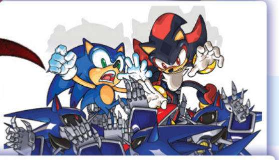

FIELD LEADER SHADOW LEADS TEAM DARK INTO BATTLE WITH FEIST

2

SHADOW THE HEDGEHOG

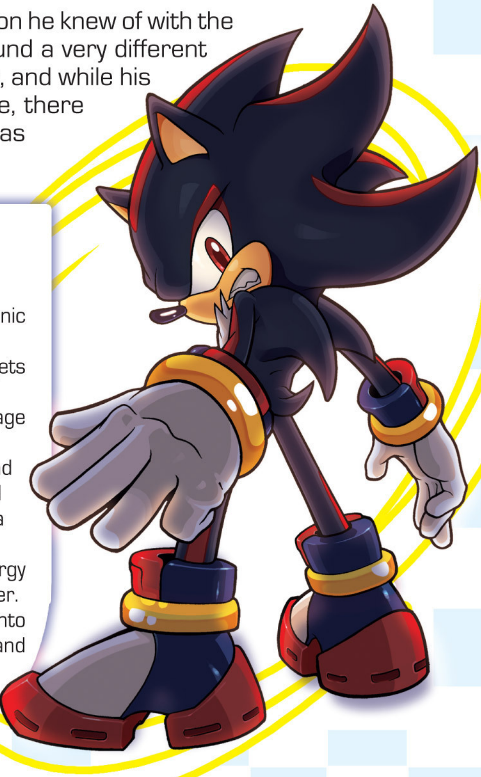


TEAMING UP WITH SONIC TO BATTLE THE METAL SONIC TROOPERS

Shadow the Hedgehog was created by **Prof. Gerald Robotnik** aboard the space colony **ARK**. Gerald was developing the "ultimate life form" as a means to find a cure to the **Neuro-Immuno Deficiency Syndrome** affecting his granddaughter, **Maria Robotnik**. His best prototype, however, required a built-in life-support system. Gerald was stuck. Then he was contacted by **Black Doom**. The alien wanted a champion to lead his kind in a conquest of **Mobius**. Gerald bargained with Black Doom and was given his unique DNA which enabled him to develop Shadow. However, **G.U.N.** – his sponsor – became interested in the weapon potential of this "ultimate life form."

Shortly after Shadow's creation, G.U.N. invaded the ARK. Shadow's dearest friend, Maria, tried to escape with him and was shot dead. Gerald was stricken by her death and used his last days to alter Shadow's memories, making him driven to avenge Maria. Gerald was executed, and Shadow was put into stasis. Fifty years later, **Dr. Ivo "Eggman" Robotnik** stumbled across the diary of his grandfather. He freed Shadow and tried to use him to conquer the world. Instead, Shadow used the opportunity to arm the **Eclipse Cannon** of the ARK, attempting to blow up **Mobius**. However, he encountered **Rouge the Bat** and **Sonic the Hedgehog** and was shown the truth of his false memories. The events on the ARK left him adrift in space until he was rescued by the **Bem** and sent against the **Xorda**. Shadow failed that mission and was left to wander Mobius without a purpose. He tried to destroy Dr. Robotnik, only to later serve him in hopes of learning more of his past. Eventually, Shadow stole back Gerald's diary. With Sonic's help he learned of his past and original purpose: to protect Mobius, especially from the **Black Arms**.

Shadow then went to G.U.N. – the only organization he knew of with the resources he needed to protect Mobius. He found a very different organization than the one that had ruined his life, and while his relationship with **Cmd. Abraham Tower** is tense, there is a mutual respect there. Shadow now serves as part of G.U.N.'s **Team Dark**.



PROFILE STATS:

First Appearance:
Sonic the Hedgehog #98

Abilities:

Super Speed – Shadow's rocket-skates allow him near-Sonic speeds.

Spin Dash – Shadow curls into a ball or blade to home-in on targets and deal incredible damage.

Super Strength – Shadow possesses higher than average strength.

Chaos Control – Shadow can directly tap into the Chaos Force and warp space-time, allowing him to teleport or throw concentrated "spears" of energy. His abilities increase exponentially with a Chaos Emerald.

Chaos Shadow – Shadow's gold inhibitor rings limit his Chaos Energy intake. Without them, he becomes a walking dynamo of raw power.

Super Shadow – With seven Chaos Emeralds, Shadow turns into a white-gold version of himself capable of flight, invulnerability, and nearly limitless Chaos power.

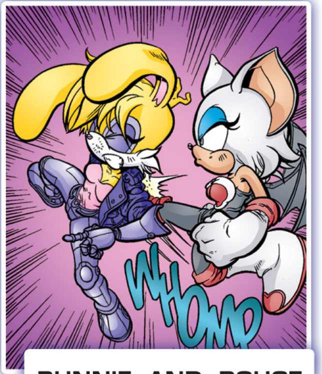
ROUGE THE BAT

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #99

Abilities:

Flight – Rouge flies with her powerful wings.
Combat – She is expertly trained in unarmed combat, primarily with her legs or claws.
Diversity – she can call upon a vast array of gadgets or experiences to out-think, out-maneuver, or simply out-class the competition.

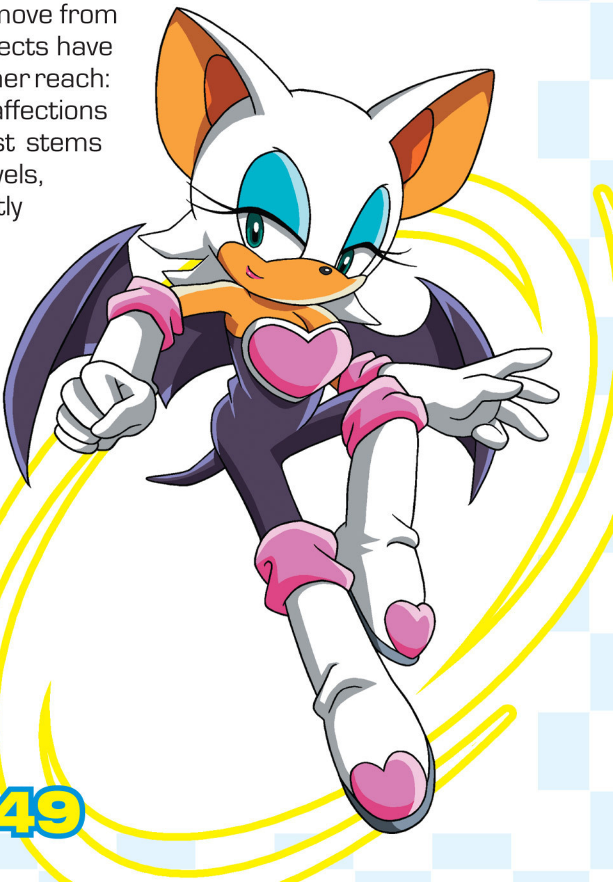


BUNNIE AND ROUGE SQUARE OFF IN THE MYSTERIOUS RUINS

Rouge the Bat is an international woman of mystery. She has an unbelievably wide range of abilities and skills which she primarily uses for her own benefit. She's been a treasure hunter, a government spy, an illegal prize fighter, presidential bodyguard, and currently serves in **Team Dark**. Her tour of duty with **G.U.N.** seems to stem solely from a deal to keep her out of prison for all her misdeeds.

Nothing is known about Rouge's past aside from her long rap sheet. She doesn't dwell on the past either; she prefers to move from one prize to the next. Only two objects have caught her eye and remain beyond her reach: the **Master Emerald**, and the affections of **Knuckles the Echidna**. The first stems from her insatiable desire for jewels, the second from being honestly impressed with the Guardian.

The only other person with a known connection to Rouge's past is **Fiona Fox**. The two seem to have been rivals over the years. In each encounter Rouge seems to have always come out on top with her superior guile and skill. Rouge has never been gracious about her victories, either. Rouge's sass and sarcasm are a front for a truly caring, committed person. Her good side may be buried under layers of shadiness, but it's there.

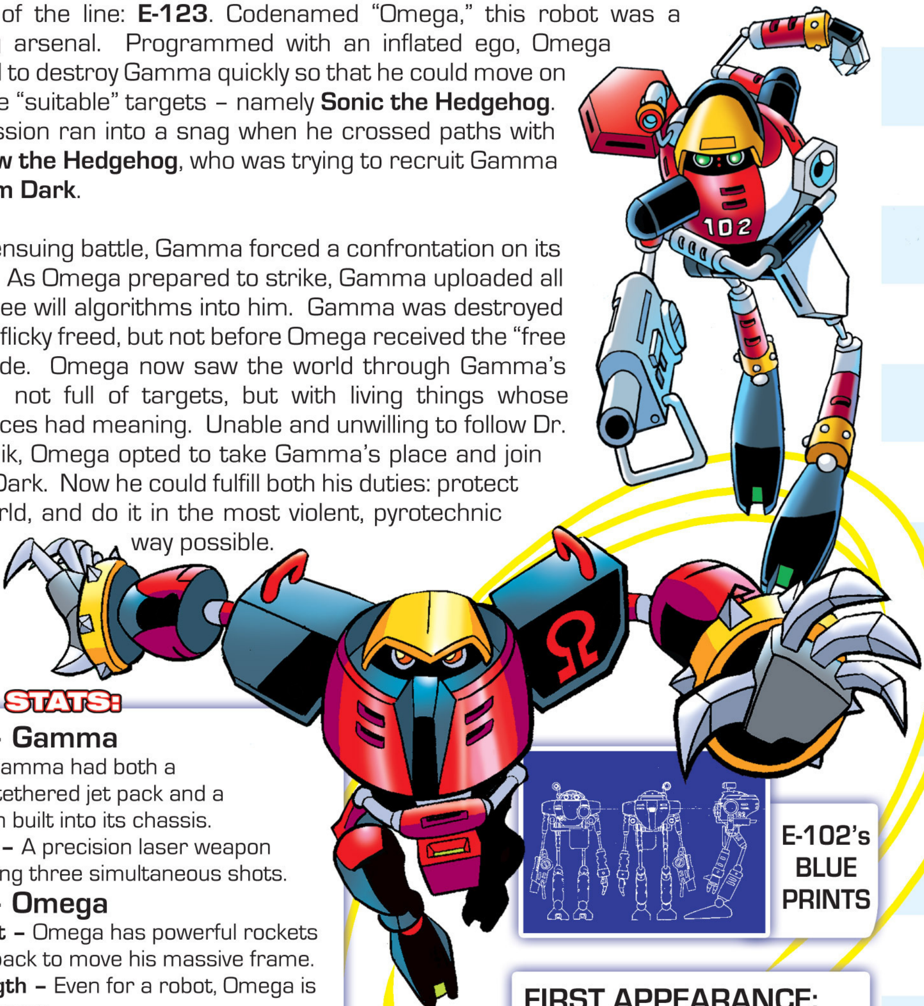


GAMMA AND OMEGA

The robot known as "Gamma" was model number **E-102** in the **E-Series** of robots. Gamma was built to be sleek and versatile, able to overcome most terrain. It was also meant to be a killer with its targeting laser-sight and precision arm-cannon. Like some **badniks**, Gamma was powered by a Mobini: a female **flicky**. During one of **Dr. Ivo "Eggman" Robotnik's** campaigns, Gamma was sent to retrieve a flicky that held a Chaos Emerald. This flicky was not only protected by Amy Rose, but also happened to be the child of the flicky within it. With the will of the flicky mixed with the programming of the robot, a new consciousness was born. Gamma went rogue, freed Amy and the baby flicky, and waged war on the **Eggman Empire**.

Gamma spent almost two years fighting Dr. Robotnik's forces and purposefully seeking out and destroying the rest of the **E-Series**. Finally, Dr. Robotnik sent out the final model of the line: **E-123**. Codenamed "Omega," this robot was a walking arsenal. Programmed with an inflated ego, Omega wanted to destroy Gamma quickly so that he could move on to more "suitable" targets – namely **Sonic the Hedgehog**. His mission ran into a snag when he crossed paths with **Shadow the Hedgehog**, who was trying to recruit Gamma to **Team Dark**.

In the ensuing battle, Gamma forced a confrontation on its terms. As Omega prepared to strike, Gamma uploaded all of its free will algorithms into him. Gamma was destroyed and its flicky freed, but not before Omega received the "free will" code. Omega now saw the world through Gamma's eyes – not full of targets, but with living things whose existences had meaning. Unable and unwilling to follow Dr. Robotnik, Omega opted to take Gamma's place and join Team Dark. Now he could fulfill both his duties: protect the world, and do it in the most violent, pyrotechnic way possible.



E-102's BLUE PRINTS

PROFILE STATS:

Abilities – Gamma

Hovering – Gamma had both a magnetically-tethered jet pack and a hovercraft fan built into its chassis.

Arm-Cannon – A precision laser weapon capable of firing three simultaneous shots.

Abilities – Omega

Limited Flight – Omega has powerful rockets built into his back to move his massive frame.

Super Strength – Even for a robot, Omega is remarkably strong.

Limitless Arsenal – From missiles to lasers to flamethrowers, Omega is so armed to the teeth he may never have to reload.

FIRST APPEARANCE:

Gamma – Sonic the Hedgehog #81

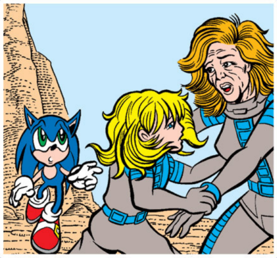
Omega – Sonic Universe #3

HOPE KINTOBOR

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #92

Hope Kintobor was born in the waning days of the **Great War** to **Colin Kintobor**, **Sr**. and his second wife, **Angela Hopkins**. When the war ended, her father loaded their family into one of the two spaceships that took many of the **Overlanders** into space, searching for a new planet to colonize. Hope spent ten years within the spaceship, spending most of her time in "coldsleep." Her mother died shortly into the trip and she was raised by her grandmother, **Lady Agnes Hopkins**. Hope also grew up under a lie: that Colin was not her real father and that they were related only by his marriage to her mother. This lie was perpetuated by Lady Agnes to distance Hope from her half-brother, **Snively**. The ships returned to **Mobius** to find the Overland had long since fallen. They'd assumed the "primitive" Mobians would've died out, but to their horror they found the mobian population thriving.

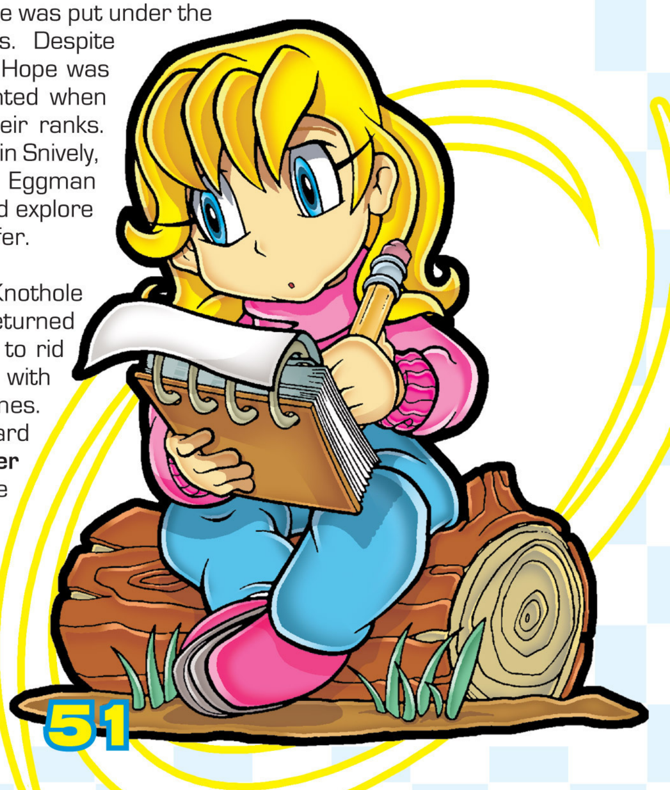


HOPE ARRIVES BACK ON MOBIUS AFTER A DECADE ABROAD

Hope was whisked away to the only seemingly safe haven – Robotropolis, ruled by her uncle, Dr. Ivo "Eggman" Robotnik. Colin guarded the linage of his daughter, hoping to keep her of little interest to Dr. Robotnik.

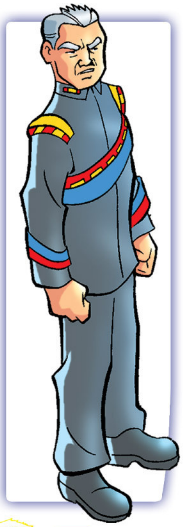
Hope disliked life in the dirty city and tried to voice her concerns, but no one listened. Then it was too late – her family was roboticized by **Dr. Eggman** and the city was revealed to be toxic. She managed to escape with the other Overlanders to **Knothole Village**. There she became immersed in mobian culture and found herself taken by their selfless, loving ways. As the rest of her people moved on to the cities of the **United Federation**, she petitioned to remain as a ward of Knothole. Hope was put under the care of **Rosie** with the other orphans. Despite the general distrust of Overlanders, Hope was generally accepted. She was delighted when her "step-brother," Snively, joined their ranks. She brought out something good within Snively, and just before he returned to the Eggman Empire, he convinced her to leave and explore what the United Federation had to offer.

She did, only to return and find Knothole burned to the ground. Mortified, she returned to the United Federation and swore to rid the world of evil and its association with the "Kintobor" and "Robotnik" names. She was taken in by **G.U.N.** as a ward of the military. **Cmd. Abraham Tower** saw great potential in her, and value as a blood relation to the enemy. Hope now works as a mechanic and inventor for **Team Dark**, bringing a sunny and optimistic disposition to an otherwise grim team. Even when she learned her true relation to Snively, she's remained devoted to her cause.



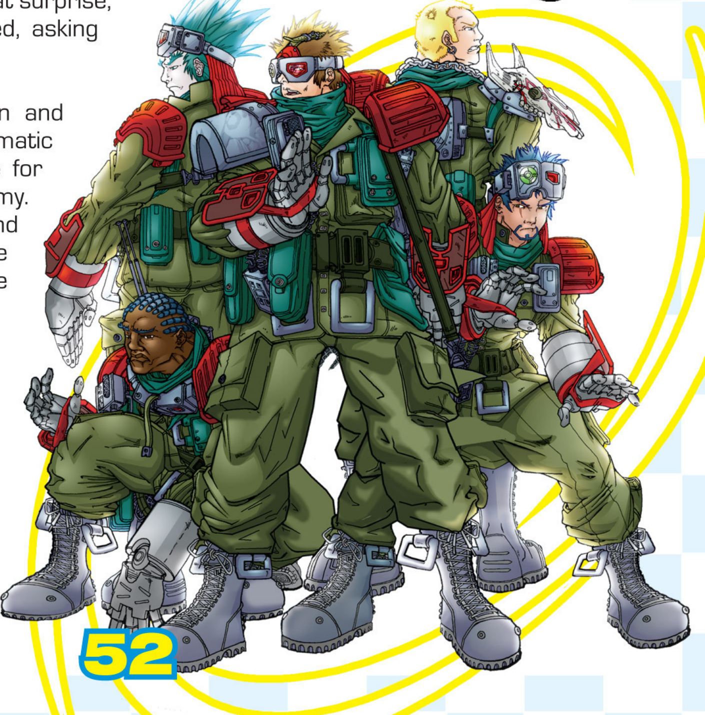
G.U.N. GUARDIAN UNITS OF THE NATION AND COMMANDER ABRAHAM TOWER

G.U.N. stands for the "Guardian Units of the Nation." They are the sole military resource meant to protect the **United Federation.** Most of their technology is based upon early 21st Century Earth tech, with some **Overlander** advances. G.U.N. was created long after the **Gene Bombs** when the various remaining human city-states began to communicate and organize. As strange new life began to populate **Mobius**, it was up to G.U.N. to protect the last of humanity. As such, they were a grim and ruthless organization - sometimes warranted, other times not.



Abraham Tower was born in **MegaCentral**, in the heart of the Overland, and lived with his scientist parents on the space colony **ARK**. There he befriended the lovely but sickly **Maria Robotnik**, as well as witnessed the nightmarish creation of **Shadow the Hedgehog**. Shortly after witnessing the birth of the ultimate life form, Abraham was whisked back to Mobius as the ARK went under military lock-down. Maria was one of the casualties cited, and the young Abraham blamed both G.U.N. for its seeming incompetence and the creature known as "Shadow." Abraham later joined the **Overland Military** and took part in the "Heritage Project" designed to restore ties between the Overland and their ancestral kin in the United Federation. He later served as a general during the **Great War**. After the war, he helped lead Overlanders across the ocean and settle in the city-states of the U.F. There his military experience saw him quickly rise through the ranks of G.U.N. Soon he was the commander of forces in **Soleanna**, then made commander of G.U.N. itself. As commander, Abraham made sweeping changes to G.U.N. The ruthlessness and self-importance were greatly diminished, and many of the more questionable operations and personnel removed from service. It was now the military force he wanted it to be. Then, to his great surprise, Shadow the Hedgehog appeared, asking for work.

Abraham is a stone-faced man and often seen as cold. He is pragmatic and decisive with little patience for failure and less mercy for the enemy. This stems from his dedication and love for both his people and the memory of Maria, the friend he couldn't protect.

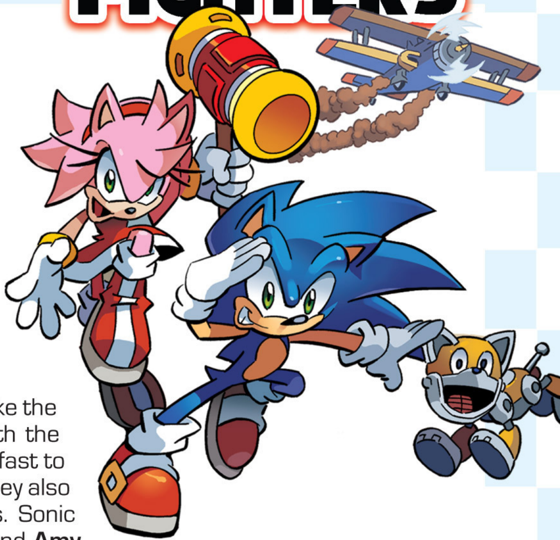


PROFILE STATS:

First Appearance:
G.U.N. (first mentioned): Sonic the Hedgehog #98
CMD. TOWER: Sonic Universe #1

G.U.N EMBLEMS:

TEAM FREEDOM AND TEAM FIGHTERS



PROFILE STATS:

TEAM FIGHTERS:
Founded: Sonic the Hedgehog #236
Sonic the Hedgehog: Leader.
Miles "Tails" Power: Pilot and support.
Amy Rose: Heavy melee support.
T-Pup: Minor support.

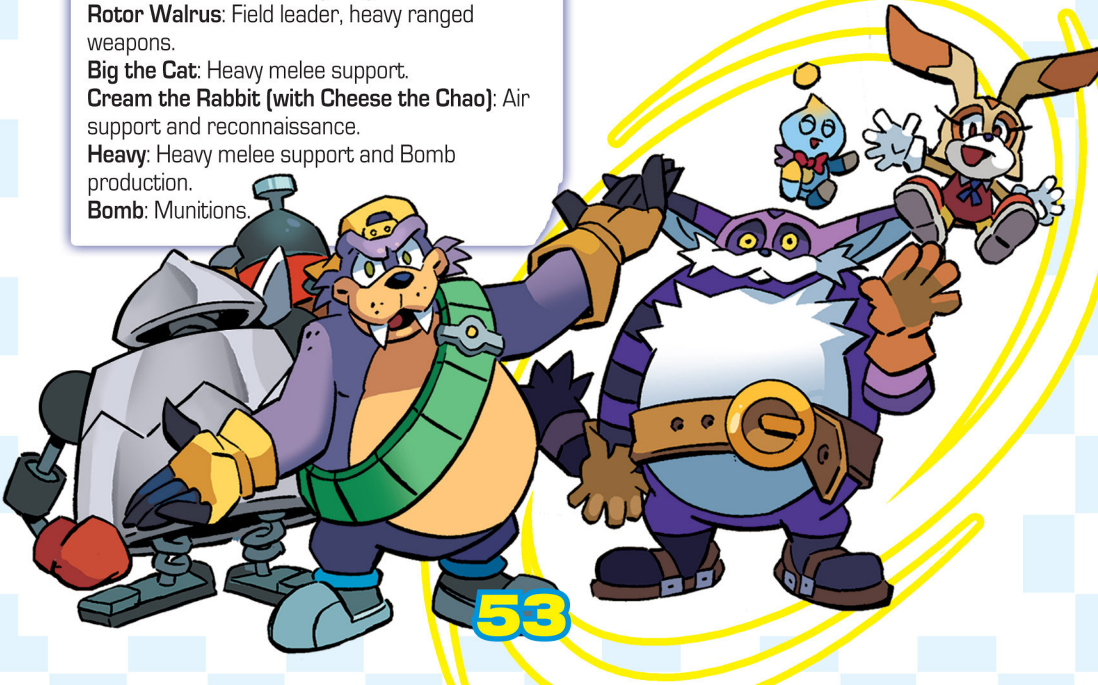
When the **Freedom Fighters** fell apart, two new teams arose to fill the void: Team Freedom and Team Fighters.

Team Fighters was organized by **Sonic** to take the fight to **Dr. Eggman**. Traveling **Mobius** with the **Tornado**, Team Fighters moves and strikes fast to break the control of the **Eggman Empire**. They also work to inspire citizens to defend themselves. Sonic brings all his speed and power while **Tails** and **Amy** pick up any of the slack. **T-Pup** is ever present to help out.

Team Freedom was created to protect **New Mobotropolis** from any attack. The team was founded by the veteran **Rotor** with his **nanite**-constructed suit. **Cream** is a junior member in training with Cheese keeping an eye on her. **Heavy** and **Bomb** were rebuilt to protect the people they were once turned against. And **Big** is there to help – simple as that.

PROFILE STATS:

TEAM FREEDOM:
Founded - Sonic the Hedgehog #236
Rotor Walrus: Field leader, heavy ranged weapons.
Big the Cat: Heavy melee support.
Cream the Rabbit (with Cheese the Chao): Air support and reconnaissance.
Heavy: Heavy melee support and Bomb production.
Bomb: Munitions.



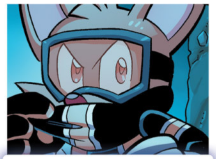
THE SECRET FREEDOM FIGHTERS!

When **Ixis Naugus** claimed the throne, **Elias Acorn** stepped down to prevent conflict. He did not trust the evil wizard and sought out **Harvey Who**, former head of the **Secret Intelligence Division** and later **Spy Network**. Elias convinced Harvey to come out of retirement and form a team of Secret Freedom Fighters to stop Naugus's plans from the shadows.

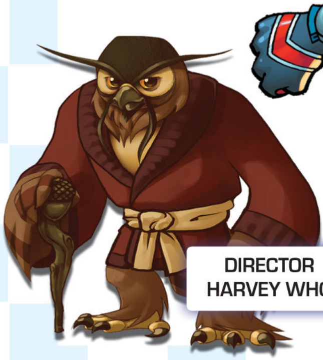
Silver joined when Harvey promised to help discover the "traitor" within the **Freedom Fighters**. **Leeta** and **Lyco** longed for a more active role in protecting **Mobius** and happily answered when Harvey sent word he wanted to recruit them. **Shard**, formerly **Metal Sonic v2.5**, had found a greater meaning to his life and applied it to help others. **Larry**, happy to be noticed orremembered, brought his chaotic jinx aura to the team.

PROFILE STATS:

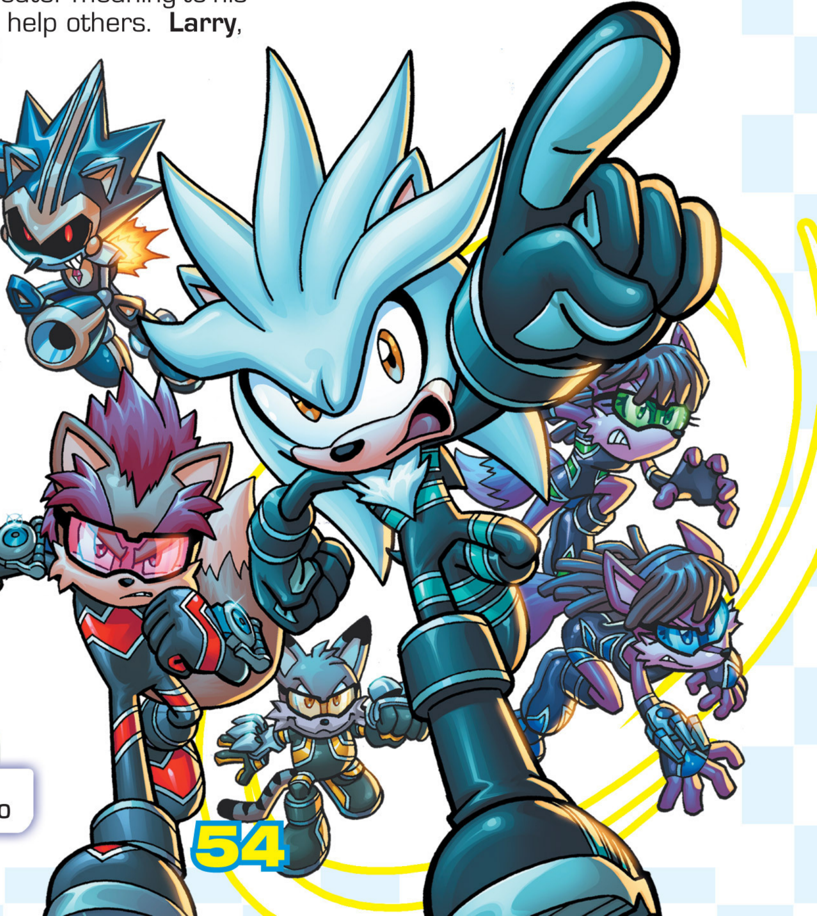
SECRET FREEDOM FIGHTERS:
Founded - Sonic the Hedgehog #236
Director Harvey Who: Sonic the Hedgehog #16
Silver the Hedgehog (Agent Ace): Sonic the Hedgehog #195
Elias Acorn (Agent King): Knuckles the Echidna #20
Leeta Wolf (Agent Queen of Diamonds): Sonic the Hedgehog #67
Lyco Wolf (Agent Queen of Hearts): Sonic the Hedgehog #67
Shard (Agent Jack): (as Shard) Sonic Universe #41
Larry Lynx (Agent Joker): Sonic the Hedgehog #12



LARRY ADJUSTS HIS MASK PRE-MISSION



DIRECTOR HARVEY WHO



THE SUBSTITUTE LEGION OF FREEDOM FIGHTERS

The Substitute Legion of Freedom Fighters was a back-up team in the event that **Knothole's Freedom Fighters** were unavailable or incapacitated. The team's first mission came before they were formally organized, but they managed to rescue the Freedom Fighters from one of **Dr. Ivo Robotnik's** interdimensional schemes. Their efforts were recognized with commendations and the formation of their own team, but they didn't see much action afterwards. Most of the Legion has retired or moved on to the Council of Acorn, effectively disbanding the team.

PROFILE STATS:

First Appearances:
Larry Lynx:
Sonic the Hedgehog #12
Cyril Eagle:
Sonic the Hedgehog #12
Penelope Platypus:
Princess Sally #1
Hamlin Pig:
Princess Sally #1
Dylan Porcupine:
Princess Sally #1
Arlo Armadillo:
Princess Sally #1
(as a team):
Sonic Live! Special

Members

Larry Lynx (1) – Larry was named the leader of the team after he organized their first mission. Larry is a "super jinx" – he has an incredibly powerful bad luck aura, one he can use offensively with some reliability. He ran for public office, but his ballot box caught on fire, then was hosed down – then inexplicably caught fire again. He's now a **Secret Freedom Fighter.**

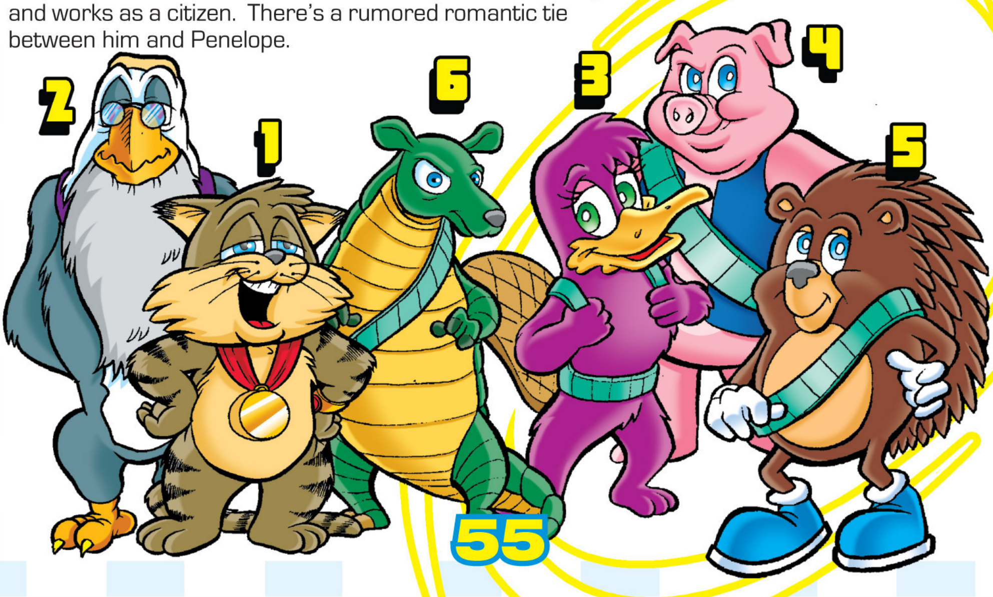
Cyril Eagle (2) – Cyril was once a recluse during the **First Robotnik War** until **Sonic** reunited him with his flock. Cyril provided sage advice and air support for the team. Though still spry, age has forced Cyril to retire from active duty.

Penelope Platypus (3) – Penelope was one of four prospective Freedom Fighters hand-picked and personally trained by **Princess Sally.** She is surprisingly reserved for her warm demeanor, often keeping her thoughts to herself. She currently serves on the **Council of Acorn**.

Hamlin Pig (4) – Hamlin was another of the four potential Freedom Fighters personally trained by Princess Sally. Hamlin's temper often got the better of his tenacity, although he can usually back up his big words. He is resentful of his lack of active duty on the Substitute Legion and currently serves on the Council of Acorn as a reformist.

Dylan Porcupine (5) – Dylan was the third of the hand-picked, personally trained operatives under Princess Sally. While just as capable and willing as his comrades, Dylan is the meekest of the group and prefers to avoid confrontation. He also serves on the Council of Acorn.

Arlo Armadillo (6) – Arlo was the last of Princess Sally's chosen. A "western region" armadillo, he looks considerably different than the "eastern region" **Mighty**. Arlo had the most injuries during missions and suffered a career-ending injury during the reclamation of **Robotropolis** after the end of the First Robotnik War. Arlo is retired from active duty and works as a citizen. There's a rumored romantic tie between him and Penelope.



MONKEY KHAN

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #55

Abilities:

General Enhancement – Khan is stronger, faster, and generally more capable than average

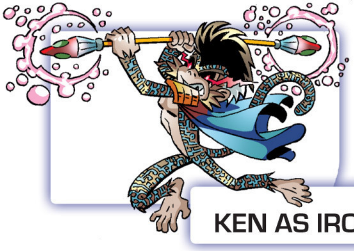
Nimbus – Khan can summon a cloud that he can ride, allowing him to fly

Lightning – Khan can summon lightning either from the sky or channel it through his atom-bat to add extra damage to his already powerful attacks

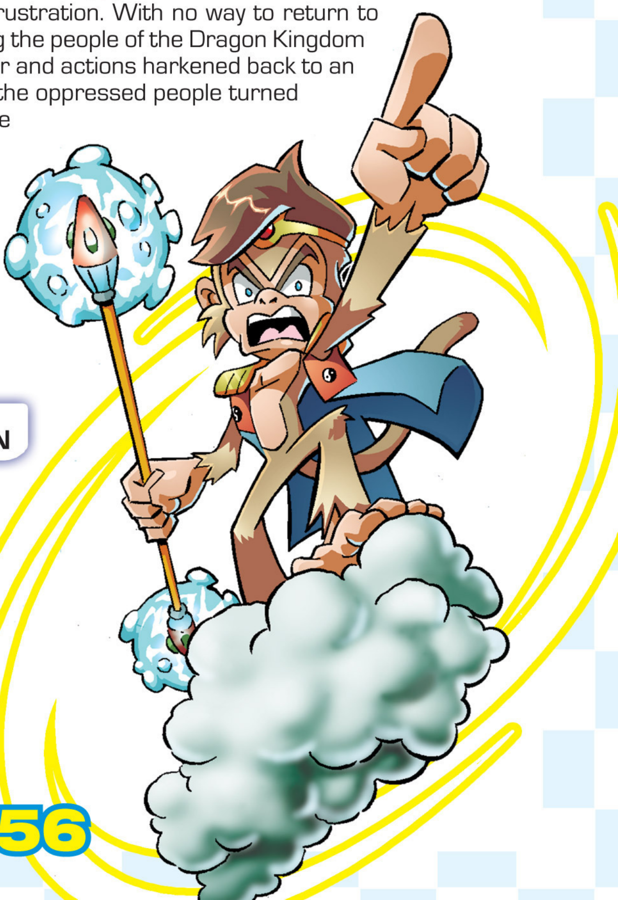
Power Ring Crown – Khan wears a power ring crown that helps augment his powers and protect him from mind-control

Ken Khan was raised in the village of **Leung West** before the **First Robotnik War**. Leung West was a settlement of artisans and philosophers from the **Dragon Kingdom** with peaceful pursuits. Ken, with his short temper, had a hard time fitting in or getting along with his father, **Lau Khan**, the village leader. Tragedy came when **Julian Kintobor** secretly invaded Leung West. The citizens were rounded up as subjects for Julian's cybernetic experiments. This was before Julian discovered and stole **Sir Charles Hedgehog's** roboticizer technology. Ken was the only survivor of the experiments. Ken emerged as test subject "Monkey Khan," with about fifty percent of his body replaced with robotics. Monkey Khan now had incredible strength, speed and endurance. He was armed with his "atom-bat" – a staff that could channel ambient energies. Monkey Khan could not be controlled, however, and he was sealed, now ageless, within a vault and discarded in the **Great Forest.**

A decade later, **Princess Sally Acorn** stumbled across the vault while on a mission and released him. He promptly came into possession of a power ring which enhanced him, allowing him to summon lightning and a cloud on which to fly. He initially clashed with his rescuers, but ultimately focused his energies on exploring his homeland and combating **Dr. Robotnik**. Monkey Khan found nothing but unhappy answers and came into conflict with **Sonic the Hedgehog** in his frustration. With no way to return to his old life, he devoted himself to protecting the people of the Dragon Kingdom with its local **Freedom Fighters**. His power and actions harkened back to an ancient prophecy of a "monkey king," and the oppressed people turned him into their beacon of hope. However, the **Iron Queen** used her powers to control Monkey Khan and had him destroy the local Freedom Fighters.



KEN AS IRON KHAN



Completely at a loss, Monkey Khan once again sought out the Freedom Fighters. Their reunion was rough, but he won over their respect with his new humility. With their help, Monkey Khan managed to break the Iron Queen's hold on his homeland and accepted his mantle as **King of the Free People**. And while she gently spurned his initial offer, Princess Sally seemed tempted by his romantic advances.

MERCIAN FREEDOM FIGHTERS

PROFILE STATS:

First Appearances:
Rob o' the Hedge:
Knuckles the Echidna #11
Mari-An:
Sonic the Hedgehog #58
Little John:
Sonic the Hedgehog #88

The Mercian Freedom Fighters are a small band of loyalists and woodsmen who serve to protect the people of **Deerwood Forest**. Their ultimate goal is to displace the **Eggman Empire** and reclaim the capital, now called **Snottingham,** under imperial control.

Members

King Robert O'Hedge (1) – More commonly known as "Rob o' the Hedge," he is the rightful king of **Mercia** and cousin to **Amy Rose**. While he fights fiercely for his people and his country, he's admittedly more at ease as a woodsman than a statesman. He is an expert archer.

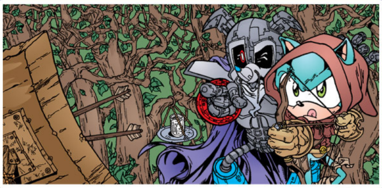
Mari-An (2) – A former pilgrim from the **Lost Tribe**, Mari-An met Rob as her people passed through his lands on the way to **Albion**. It was love as first sight and they were quickly wed and had a child. Mari-An is perhaps the fiercest combatant of them all with her bo-staff.

"Little" Jon O'Hedge (3) – The son of Rob and Mari-An. Barely a toddler, he's obviously not an active member of the team, but is considered an honorary member seeing as he's heir to the crown. Jon is unique in that he seems to be a hedgehog-echidna hybrid – a rarity in mobian pairings.

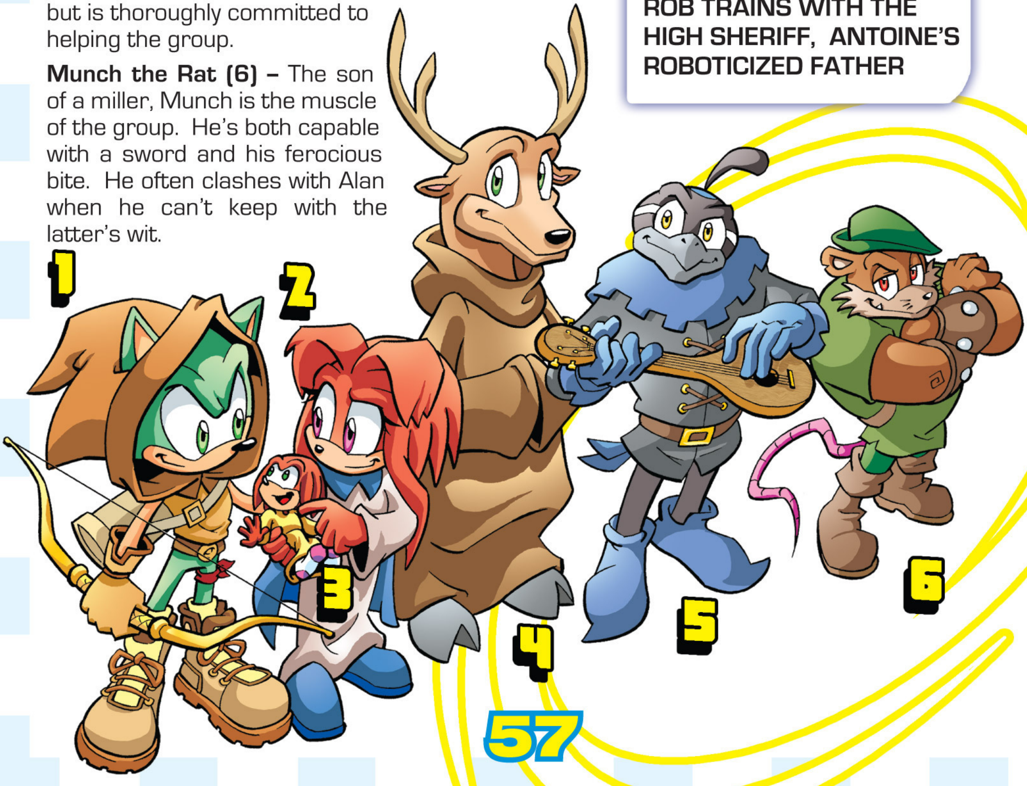
Friar Buck (4) – A follower of the **Tomes** and the **Walkers**, he is a quiet one and tries to walk a path of non-violence. His soft demeanor hides a lively soul who enjoys small, harmless pranks and terrible puns. He was once a Robian.

Alan Quail (5) – A smart-mouth minstrel who joined the team after Rob rescued him and his sweetheart from the Eggman Empire. He's brash and loves to tease, but is thoroughly committed to helping the group.

Munch the Rat (6) – The son of a miller, Munch is the muscle of the group. He's both capable with a sword and his ferocious bite. He often clashes with Alan when he can't keep with the latter's wit.



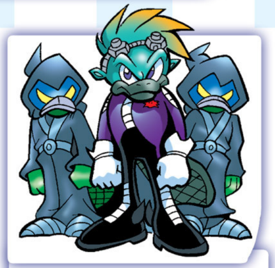
ROB TRAINS WITH THE HIGH SHERIFF, ANTOINE'S ROBOTICIZED FATHER



DOWNUNDA FREEDOM FIGHTERS

PROFILE STATS:

First Appearance:
Tails #2



BILL AS GRANDMASTER OF THE DOWNUNDA DARK EGG LEGION CHAPTER

The Downunda Freedom Fighters first came together in the latter years of the **First Robotnik War** mostly out of happenstance. **Walt** and **Guru** were brought together by mutual pursuits of their destinies, while the others joined out of concern for their homeland. After their first successful mission to interrupt **Dr. Ivo Robotnik's** efforts to move into the region, they decided to stick together. Despite some troubles, the team remains mostly unchanged.

Members

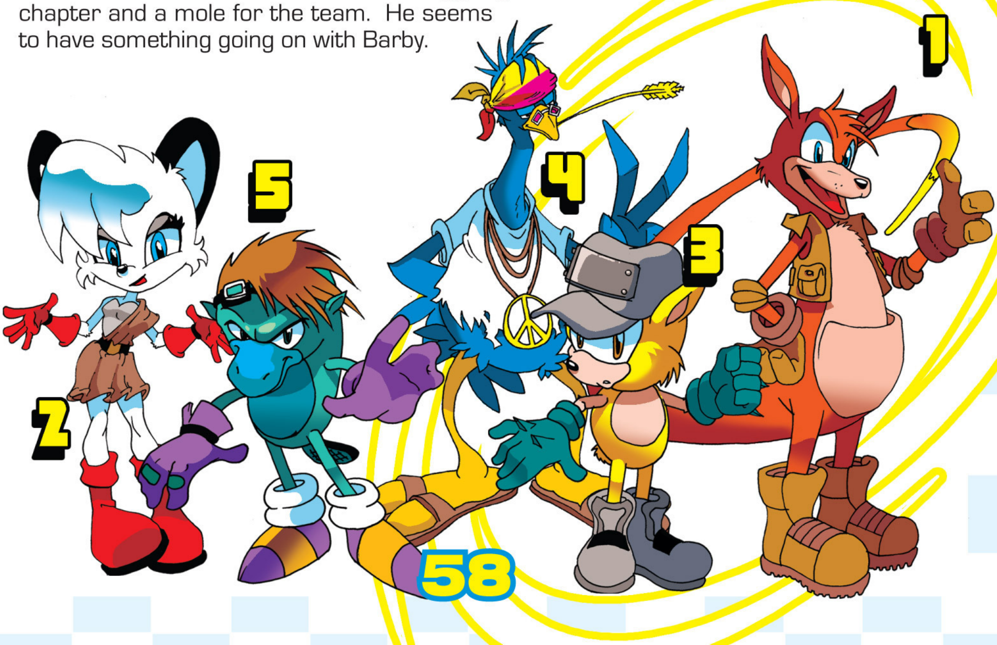
Walt Wallaby (1) – The team leader and founding member. Generally level-headed and friendly, he carries a seemingly endless supply of boomerang-shaped bombs ("bomb-erangs") in his pouch. He holds unrequited feelings for **Barby**.

Barby Koala (2) – A former mercenary and arguably the most capable of the group with her training, linguistic skills, and retractable knuckle-claws. Barby once lived with a group of orphans, looked after by their mysterious "Father," and through them had an antagonistic history with **Vector the Crocodile**. She seems to have feelings for **Bill.**

Wombat Stu (3) – Stu may be the smallest of the team, but he's got the agility and fighting spirit to make up for it. Stu briefly left the team to serve under **Geoffrey St. John** in his **Secret Service**.

Guru Emu (4) – A shaman, a mystic – or perhaps just a bird-brain? Guru is an easy-going pacifist who seems to have connections to the spirit realm, or "dreamtime."

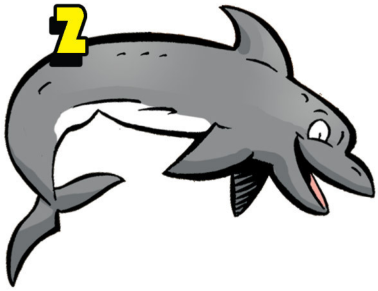
Duck "Bill" Platypus (5) – Another of "Father's" children, Bill was once brainwashed by **Crocbot** and used to stage a platypus uprising to terrorize the continent. A year later, as Dr. Robotnik cemented his hold of the region, Bill's people came to him to lead them in another revolution. Bill agreed and joined the **Eggman Empire** solely to sabotage from within. He remains Grandmaster of the local **Dark Egg Legion** chapter and a mole for the team. He seems to have something going on with Barby.



FORTY FATHOM FREEDOM FIGHTERS

PROFILE STATS:

First Appearance:
Tails #1



The Forty Fathom Freedom Fighters are the premier agents of the ocean. Because their domain is so vast and underwater, most of their deeds go untold. They are supported by the global **Plankton Intelligence Agency** (or P.I.A.). They have been instrumental in the defeat of agents of the **Eggman Empire**, such as **Octobot**, and aquatic villains like the gangster **Eel Capone**.

Members

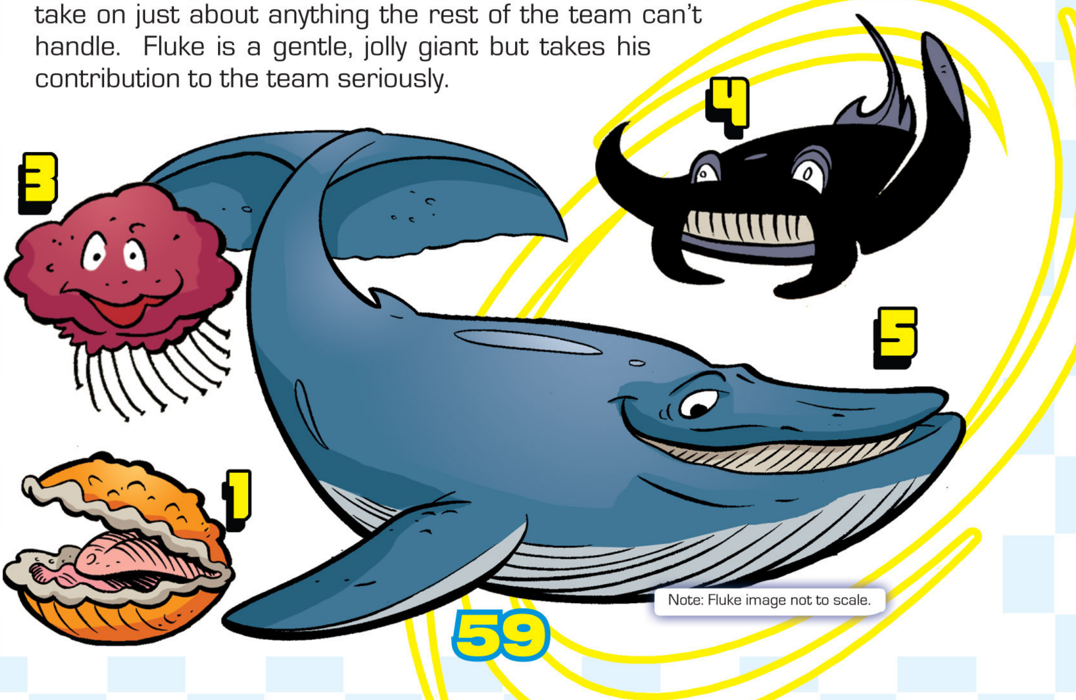
Bivalve Clam (1) – A talkative clam with a hard shell and a powerful offensive water-jet.

Bottlenose Dolphin (2) – A trained finja – the ocean's brand of ninja. Fast, agile and incredibly skilled. Given that he's a mammal, he is also the team's liaison to the surface world.

P.B. Jellyfish (3) – A smart-aleck with a potent electrical sting.

Ray the Manta (4) – Soft-spoken and jovial, Ray glides through the water with speed and skill on par with **Bottlenose**. He has a razor-sharp spine at the end of his tail, though he rarely thinks to use it.

Fluke the Blue Whale (5) – Fluke is the team's trump card. Measuring in at over eighty feet long, he's got the size and power to take on just about anything the rest of the team can't handle. Fluke is a gentle, jolly giant but takes his contribution to the team seriously.



Note: Fluke image not to scale.

SAND BLAST CITY FREEDOM FIGHTERS

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #62-63

The Sand Blast City Freedom Fighters are a notorious band of liberators based out of **Sand Blast City** in the **Great Desert**. While they fight the **Eggman Empire,** they're notably vicious and use highly questionable means. To date they've attempted to imprison and harm **Sonic, Tails** and **Bunnie**. Their harsh treatment of the former **Robians** led to the creation of their local **Dark Egg Legion** chapter. Now they war with this faction for control of the Eggman Empire's **Oil Ocean Refinery**. While all citizens of Sand Blast City are considered members of the team, there is a concentrated core group of Sand-Blasters.

Members

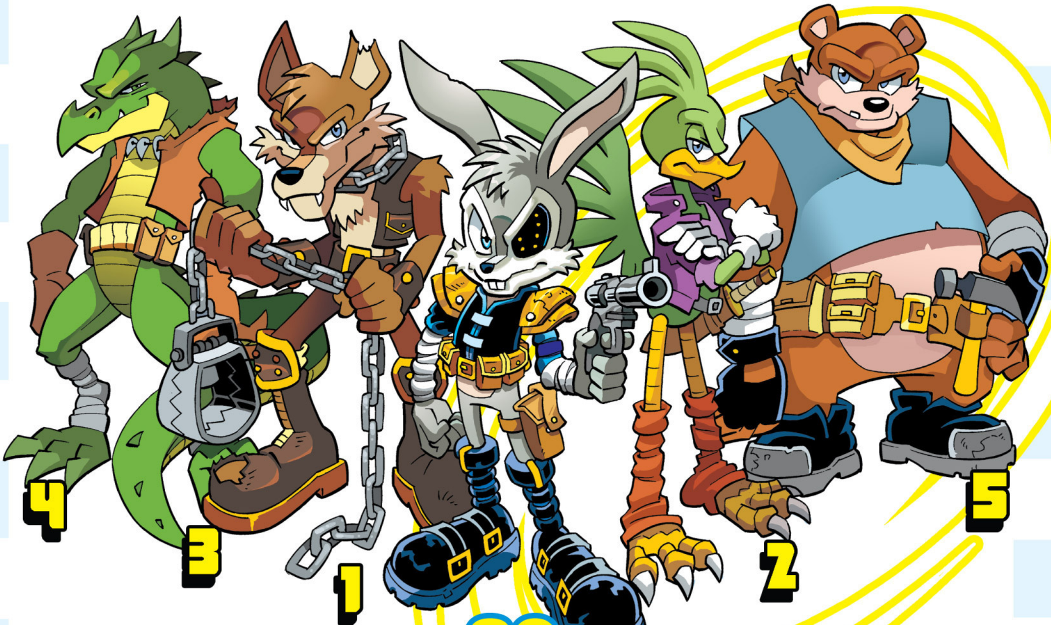
Jack Rabbit (1) – The smooth-talking, vicious leader, Jack cares only for the well-being of his Freedom Fighters. The health and lives of all others don't register in his mind.

Jolt the Roadrunner (2) – Fast-talking, fast-thinking and fast-moving. Jolt has a nasty, haughty attitude but is also the punching-bag of the others' aggressions and frustrations.

Shift E. Wolf (3) – A shifty-eyed trapper and faux intellectual who seems to take a little too much joy in capturing the enemy. Due to his fixation on traps, however, he has difficulty in direct confrontations.

Tex the Lizard (4) – His thick, sharp skin makes him the hardiest of the team, but that's not the only reason he's hard to approach. A vicious fighter of few words, even **Jack** prefers not to get on his bad side.

Avery the Bear (5) – A munitions expert with a dark sense of humor. He has some technical prowess – enough to craft weapons and keep the essentials of the city running.

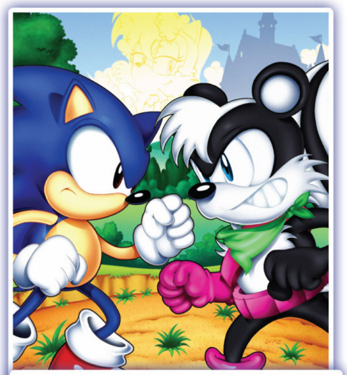


GEOFFREY ST. JOHN

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #20
Abilities:
Combat Training – Geoffrey has received formal training, putting him a step above most Freedom Fighters.
Crossbow Gauntlet – A wrist-mounted device that fires a variety of bolts with precision.

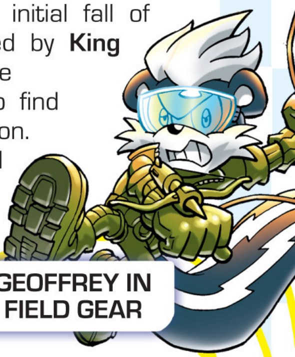
Geoffrey was born before the **Great War,** his mother dying shortly after his birth. He was orphaned when his father, **Ian St. John**, was killed in action getting **Queen Alicia** and **Prince Elias Acorn** to safety. Young, alone and scared, he was prone to the manipulations of **Ixis Naugus**.



GEOFFREY & SONIC INITIALLY CLASHED OVER THE AFFECTIONS OF SALLY ACORN

Tutored through a magic talisman, Geoffrey learned wind magic from Naugus and taught himself from his father's records. He went west and formed the **Rebel Underground** using notes stolen from **Gen. Armand D'Coolette**. Well into the **First Robotnik War,** Geoffrey led the Rebel Underground east to defeat **Dr. Robotnik** and prepare the kingdom for his master's return.

He has had a rocky past with the **Freedom Fighters**. He was **Sonic's** rival both for title of "hero," and for **Sally's** affections. After the initial fall of Dr. Robotnik, Geoffrey was tasked by **King Maximillian Acorn** to create an elite team – the **Secret Service** – to find and rescue his missing wife and son. Geoffrey called together an odd selection of operatives, perhaps most notably **Hershey Cat**, who would later become his wife.



GEOFFREY IN FIELD GEAR

Geoffrey then faced a litany of failures. His attempts to mold Prince Elias drove the young man into self-exile. The Secret Service fell apart thanks to **Dr. Eggman**. Geoffrey found strength in Hershey and, for a time, lived for her and forgot his loyalty to Ixis Naugus. The secret agent duo ended when Hershey appeared to die in the line of duty. His life in shambles, Geoffrey fell back on his original mission and saw to it that Naugus was crowned king. It quickly became apparent Naugus's "eccentric nature" was pure villainy, and Geoffrey appealed to his better side. Instead, Naugus possessed him. What will become of Geoffrey now is unknown.

DULCY AND THE DRAGON TRIBE

PROFILE STATS:

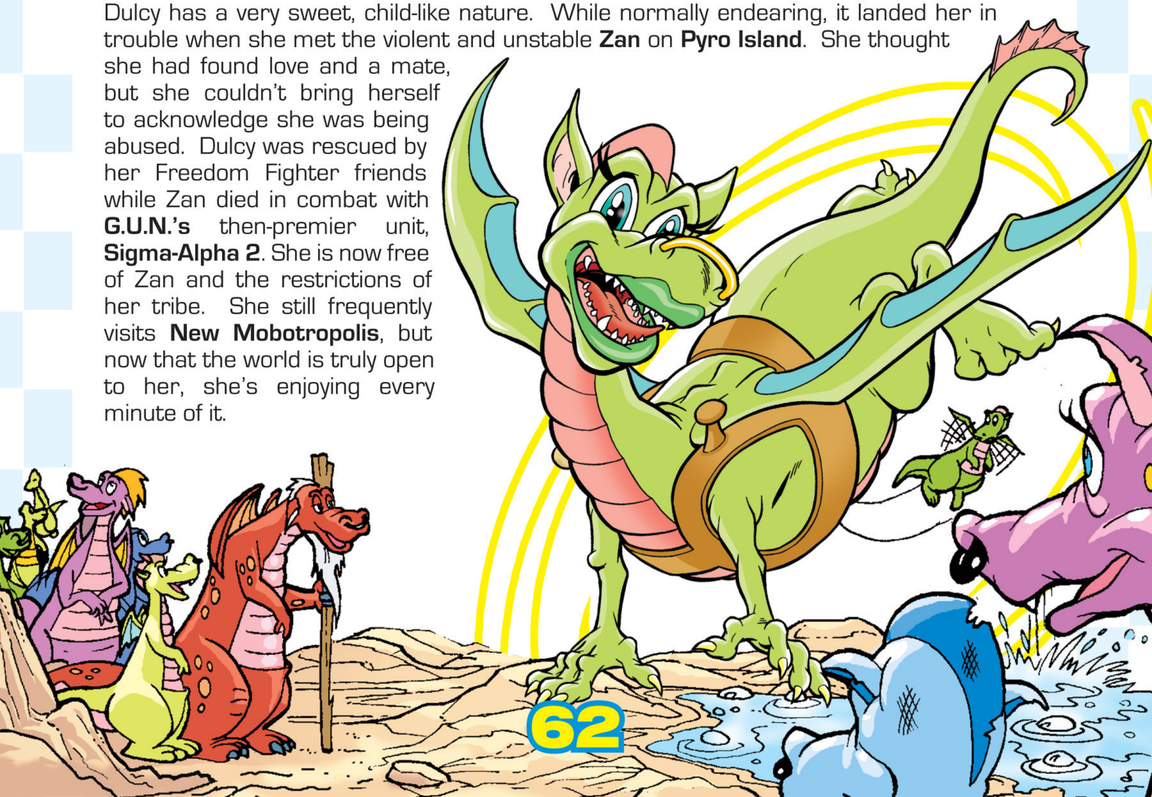
First Appearance:
Dulcy the Dragon: Sonic the Hedgehog #29
The Dragon Tribe: Sonic the Hedgehog #155

Abilities: **Flight** – All dragons can fly. Ducly still has trouble with landings.
Fire – All dragons can breath fire from their mouths.
Frost – All dragons can fire freezing bolts from their nostrils.
Air Manipulation – Dragons can inhale massive amounts of air and use it to add to their mass, create smoke-screens or gale-force winds when exhaled.
Prehensile Tail – Due to their short arms, dragons have a highly dexterous tail.
Pure Spirit – Their pure hearts help them detect falsehoods.

The dragons as a race are shrouded in mystery. One legend says they originated from the **Dragon Kingdom** in the far east and that their terrible power shaped the land. In this legend, they realized their folly and left the land in peace, leaving behind a prophecy that the troubled land would one day be united by the "Great Golden Lotus King." Another tale says they were born from the primordial fires of **Mobius** – the same fires their spirits return to and are reborn from to this day. This mystical pool of fiery magma rests deep in the heart of the volcanic city of **Vesuvio**, the legendary capital of all dragon kind.

Dragons are traditionally a matriarchal society, but their losses during the **First Robotnik War** forced all leadership responsibilities on the sole remaining elder, a male named Glint. The dragons primarily live hidden in Vesuvio despite their incredible powers. Their only contact with the outside world is their ambassador, Dulcy. Dulcy lost her mother, **Sabina**, to the First Robotnik War. Despite this (and perhaps driven by her claustrophobia), she explored the outside world against Glint's wishes. Her explorations led her to meeting and joining the **Freedom Fighters**. For her actions, however, her traditional nose-ring was replaced with a power ring, which inhibited many of her innate talents. After many years she proved pivotal in rescuing Vesuvio from an invasion by the **Eggman Empire**, and was given back her original nose-ring.

Dulcy has a very sweet, child-like nature. While normally endearing, it landed her in trouble when she met the violent and unstable **Zan** on **Pyro Island**. She thought she had found love and a mate, but she couldn't bring herself to acknowledge she was being abused. Dulcy was rescued by her Freedom Fighter friends while Zan died in combat with **G.U.N.'s** then-premier unit, **Sigma-Alpha 2**. She is now free of Zan and the restrictions of her tribe. She still frequently visits **New Mobotropolis**, but now that the world is truly open to her, she's enjoying every minute of it.



ARCTIC FREEDOM FIGHTERS

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #26

The Arctic Freedom Fighters were initially just an activist group looking to help out the northern arctic region during the **First Robotnik War**. After joining the **Freedom Fighters** on a mission, some of the members wanted to become more organized and proactive. Others preferred to remain out of the fighting. The conflict in ideology split the team up for a time. The aggressions of the **Eggman Empire** during the **Second Robotnik War**, however, brought them back together for better or worse.

Members

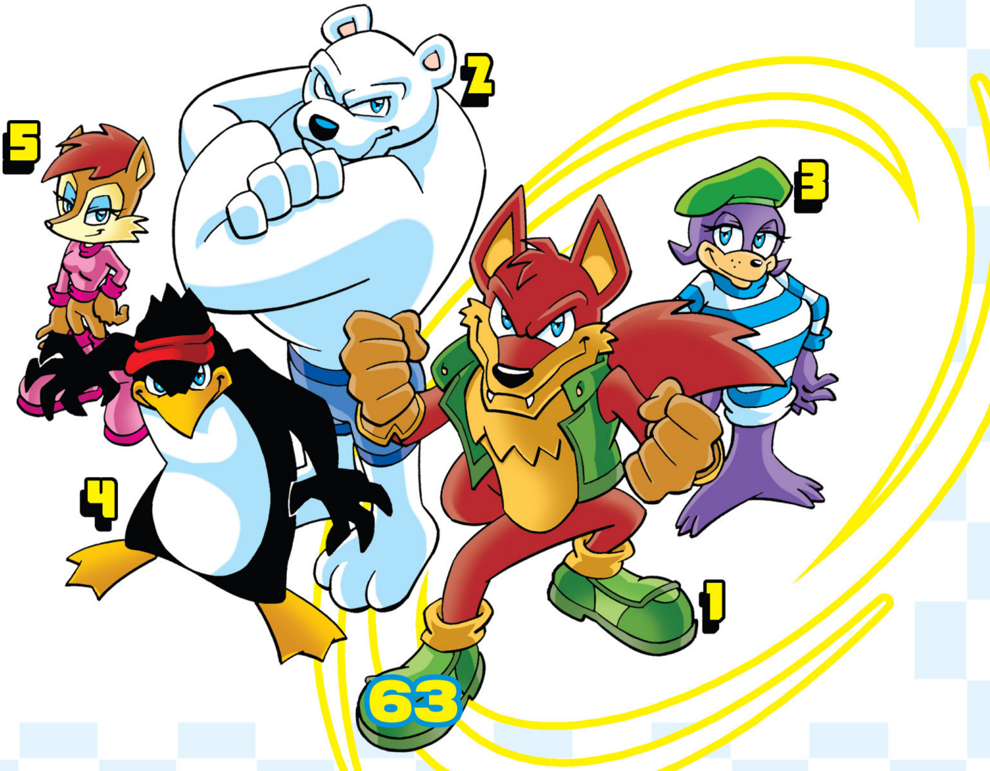
Guntiver the Arctic Wolf (1) – Guntiver is the leader of the team if for no other reason than he made the initial push to organize. Quick and agile, he runs the team with a very level-headed approach.

Augustus the Polar Bear (2) – The brute muscle of the team, he's rough in both manners and speech. He's very fond of Sealia in a fraternal sort of way.

Sealia Seal (3) – An adept swimmer with a spoken accent like **Antoine D'Coolette**. Sealia was against becoming an active combatant, but the suffering of those around her swayed her.

Flip Penguin (4) – A quick-talker and a bit of a prankster, Flip is the swiftest of the team underwater and on the ice. On land, however, he has to rely on his acrobatics.

Erma Ermine (5) – Erma was the most adamant about taking the fight to the Eggman Empire. She seems to possess some level of formal training to back-up her cut-throat attitude. She also possess a limited blending ability like **Espio the Chamelon**.

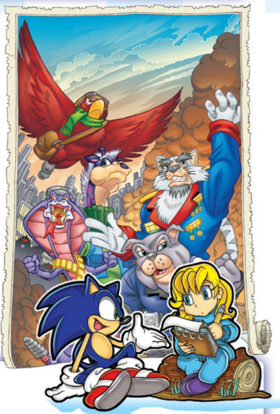


ORIGINAL FREEDOM FIGHTERS

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #142

After **Dr. Ivo Robotnik** conquered **Old Mobotropolis**, only a handful of the **Royal Guard** remained. The initial efforts to retake the capital, led by **Gen. Armand D'Coolette**, were disastrous. The handful of remaining military personnel banded together in the refuge of **Knothole Village** and became the first Freedom Fighters. Their efforts would serve as inspiration for the next generation that would be led by **Princess Sally Acorn.** The team conducted small hit-and-run attacks to slow Dr. Robotnik's hold on the region. Ultimately, however, the team was betrayed by one of their own. They were roboticized, and then tossed into the **Zone of Silence** where they would be lost forever.



SONIC RECOUNTS HIS MEMORIES OF THE TEAM TO HOPE KINTOBOR

Members

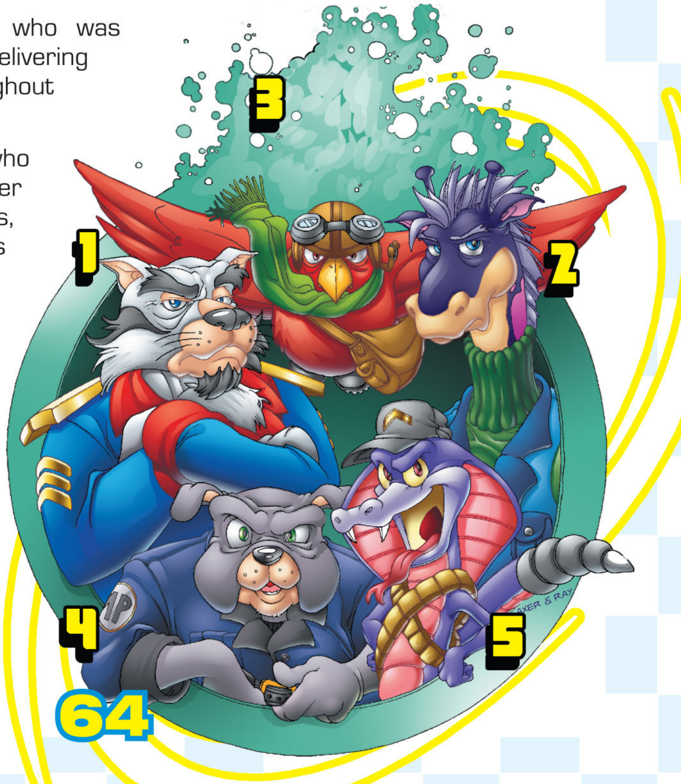
Col. Tig Stripe (1) – A stately tiger who came out of retirement to organize the team. While schooled in the old tactics of the **Great War**, he was a cagey strategist who saw some success before the team's defeat. He left behind a widow.

Spot Long (2) – A giraffe who specialized in reconnaissance. The youngest of the team, he was eager to strike back at Dr. Robotnik and reclaim their city.

Sir Peckers (3) – A pigeon who was knighted for his bravery in delivering crucial correspondence throughout the Great War.

Bull Bones (4) – A bulldog who served as an M.P. He was never satisfied with Tig's guerrilla tactics, but deferred to the Colonel's strategy loyally.

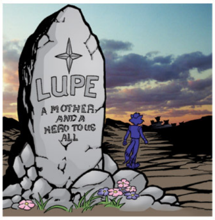
Trey Scales (5) – The cobra that betrayed the team. Trey's official motive was personal power, adding that treachery was in his nature. However, given that he still wore the uniform cap of the old **Southern Baronies** militia, one has to wonder if his last act was a long-awaited (if weak) act of aggression against the **Kingdom of Acorn**.



LUPE AND THE WOLF PACK

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #46


LUPE
A MOTHER AND A HERO TO US ALL

LUPE'S SPIRIT IS HONORED AFTER HER TRAGIC ROBITICIZATION

Although their ancestral home is in northern **Soumerca**, the modern day tribes of the Wolf Pack lived in advanced, eco-friendly cities in western **Northamer**. Their way of life was destroyed in the early years of the **First Robotnik War**, with the wolves roboticized or scattered and their cities destroyed. The Wolf Pack Freedom Fighters, led by Lupe, were the handful who elected to travel east and fight. At the end of the First Robotnik War they headed for home to rally their people back together. Hardships delayed them well into the beginning of the **Second Robotnik War**, but they eventually returned to their ancestral homeland. Now all the broken tribes have been united as the **Wolf Pack Nation**, with all chieftains answering to the newly appointed Grand Chief Lupe.

Members:

Lupe (1) – Brave and noble, Lupe set out to confront **Dr. Robotnik**. She led her pack east and then home again before being temporarily roboticized. For her courage and valor she was unanimously appointed the **Grand Chief** of the Wolf Pack Nation.

Lobo (2) – Lupe's generous and loving husband, and chief of their pack. Lobo greatly distrusts the Felidae.

Marcos & Maria – Lupe's mischievous younger son and bossy older daughter by Lobo.

Aerial & Athena – Twin **Overlander** girls found and adopted by Lupe's pack. Aerial often speaks for her sister, who is mute.

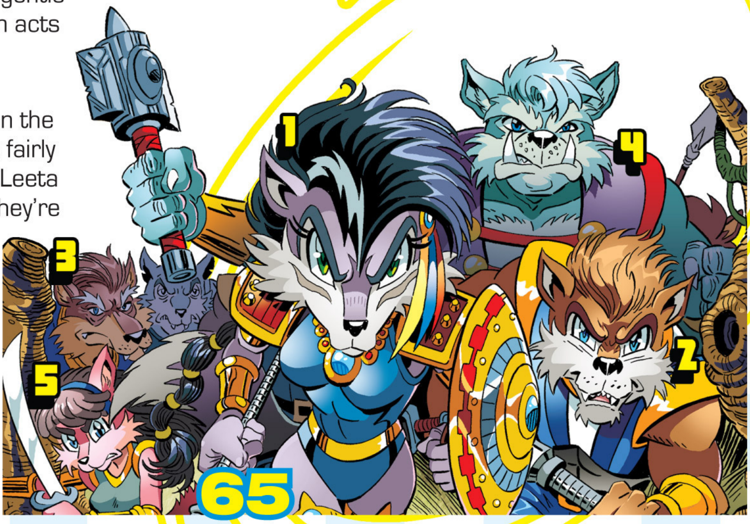
Reynard – Lupe & Lobo's second in command of the pack. He is cautious, blunt and observant – sometimes to a fault.

Diablo (3) – A bit older than his pack mates, Diablo is usually quiet and introspective, but his optimism often leads him into arguments with Reynard. He's the first with a lesson or parable for any situation.

Canus (4) – The cook and the heavy-muscle for the pack. Canus has a gentle temperament and often acts as a mediator.

Leeta & Lyco (5) – Somewhat younger than the others, these twins are fairly acrobatic; despite this, Leeta has a fear of heights. They're currently **Secret Freedom Fighters.**

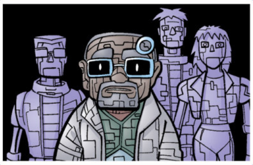
Drago – He has been exiled from the pack and the greater Wolf Pack Nation for betraying his people and aiding Dr. Robotnik.



NATE MORGAN & EDDY THE YETI

PROFILE STATS:

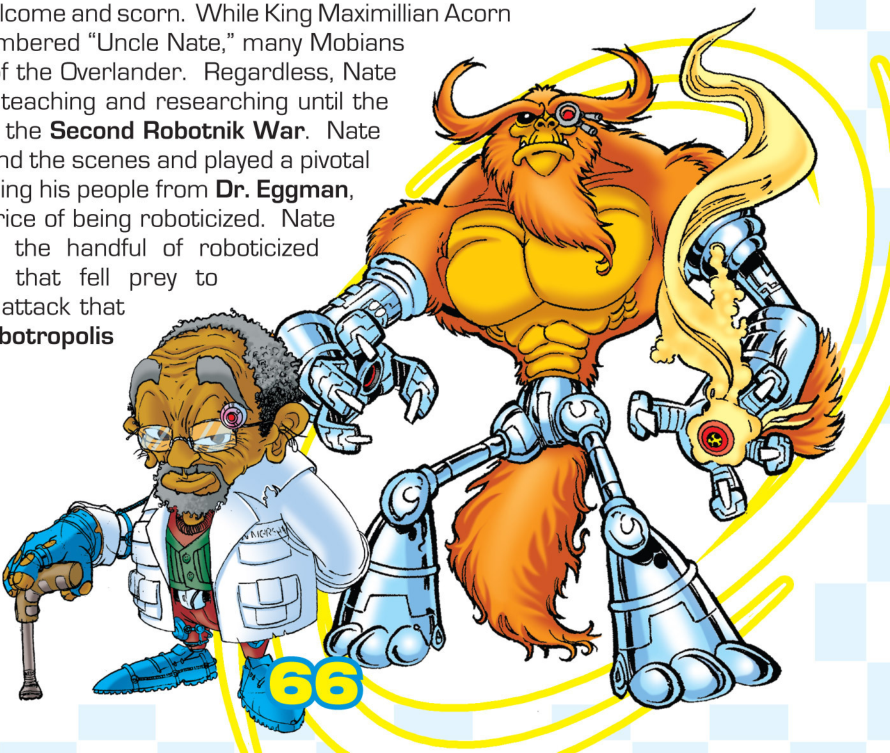
First Appearance:
Sonic the Hedgehog #64



ROBOTICIZED NATE MORGAN FOLLOWING HIS CAPTURE

Born Nathaniel Beauregard Morgan, Nate was a premier geochemist in the **Overland**. Living and working in **Megapolis**, Nate was part of the "Heritage Project," which worked to reach out to the humans of the **United Federation.** Nate pioneered the creation of "hard energy," also known as power rings. They were meant to revolutionize clean energy, but he was sabotaged by the young **Julian Kintobor**. Nate was exiled from the Overland for the disastrous results of his experiment. He wandered south and eventually was rescued by the **Kingdom of Acorn** and offered asylum.

There, Nate completed his power ring technology and helped **King Fredric Acorn** usher in a boom in prosperity. Nate also became a surrogate uncle to **Prince Maximillian Acorn.** He taught many aspiring youths, inspiring Sir Charles Hedgehog to perfect the power ring smithing process. However, Nate's prominence earned him enemies in **Warlord Kodos** and then-royal wizard **Ixis Naugus**. The two conspired and not only moved the Kingdom of Acorn closer to war with the Overland, but framed Nate Morgan as a spy. Choosing self-exile, Nate wandered **Mobius**. He came across the cave that would become **Freedom HQ**, and left a ring forge in what would become the **Lake of Rings**. He journeyed to Station Square and the Temple of Shazamazon, in the Great Rainforest of Soumerca. Nate wound up in the **Southern Tundra** where he took up residence in a castle once used by the **Order of Ixis**. Here he met and rescued Eddy, a mutate whom he saved with cybernetics. The two lived in peace until they were found by Ixis Naugus, Sonic and **Tails**. In the following conflict, Nate's castle was destroyed and Eddy sacrificed himself to save his friend. Nate returned to **Old Mobotropolis** where he was met with both welcome and scorn. While King Maximillian Acorn fondly remembered "Uncle Nate," many Mobians were wary of the Overlander. Regardless, Nate returned to teaching and researching until the beginning of the **Second Robotnik War**. Nate worked behind the scenes and played a pivotal role in rescuing his people from **Dr. Eggman**, but at the price of being roboticized. Nate was among the handful of roboticized Overlanders that fell prey to the nuclear attack that reduced **Robotropolis** to slag.



MOBIE AND THE GORILLA ARMY

PROFILE STATS:

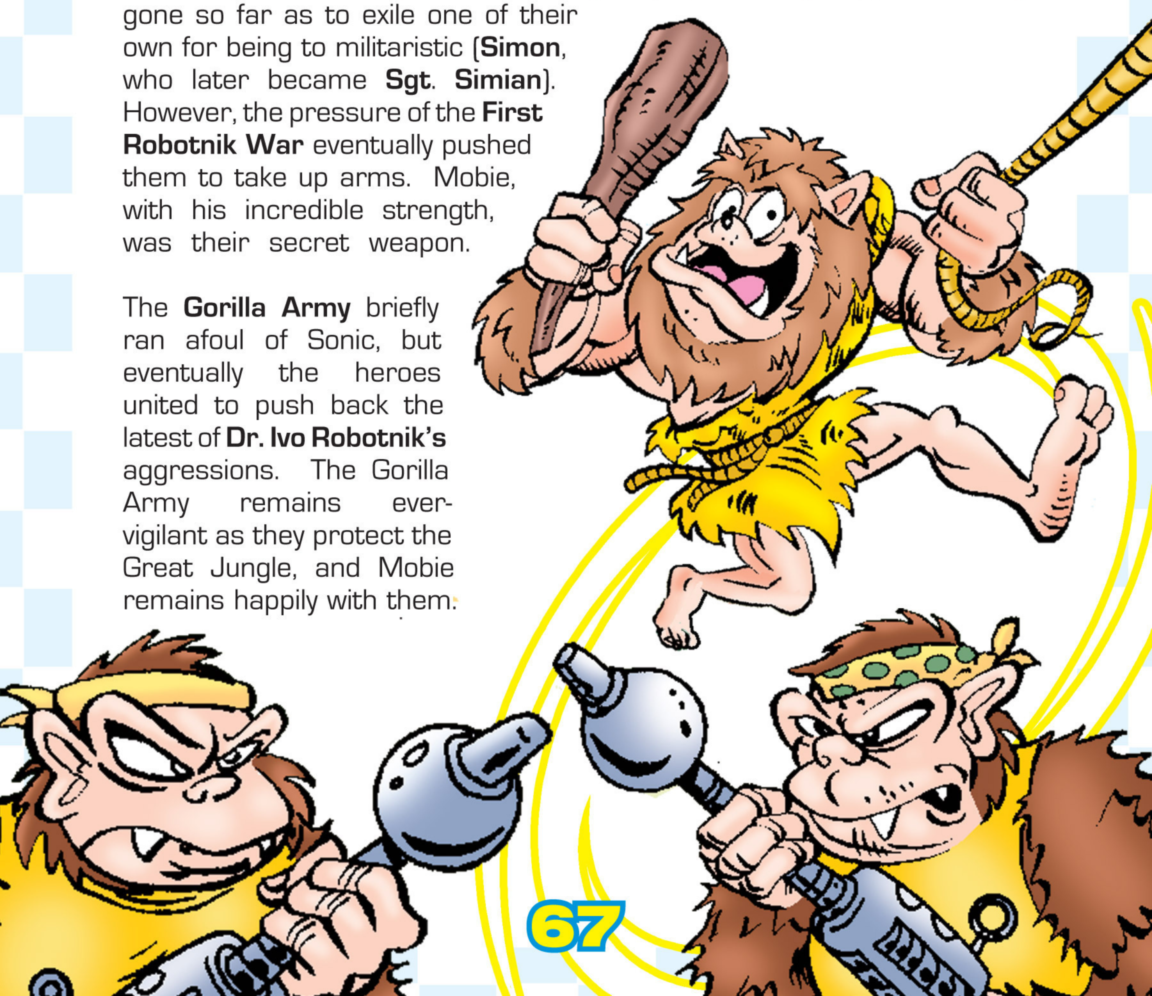
First Appearances:
Mobie: Sonic the Hedgehog #32
The Gorilla Army:
Sonic the Hedgehog #45

Mobie is a **Mobus Ursaide Sapiens** (or cave bear) from the ancient days of **Mobius**, just after the reign of the **mobosaurs**. Mobie was an artist and one of the many Mobians who rose up to challenge Mammoth Mogul's initial rule. Then, some way or another, Mobie became encased in ice.

Mobie was found thousands of years later by the **Freedom Fighters** and thawed out. Mobie did not take well to the modern world at first and only recognized the Freedom Fighters as friends when **Sonic** made the effort to communicate through drawings.

Mobie was moved to the **Great Jungle** where he eventually came to live with a clan of gorillas. The gorillas were originally a peaceful group, even having gone so far as to exile one of their own for being to militaristic (**Simon**, who later became **Sgt. Simian**). However, the pressure of the **First Robotnik War** eventually pushed them to take up arms. Mobie, with his incredible strength, was their secret weapon.

The **Gorilla Army** briefly ran afoul of Sonic, but eventually the heroes united to push back the latest of **Dr. Ivo Robotnik's** aggressions. The Gorilla Army remains ever-vigilant as they protect the Great Jungle, and Mobie remains happily with them.



NERBS

PROFILE STATS:

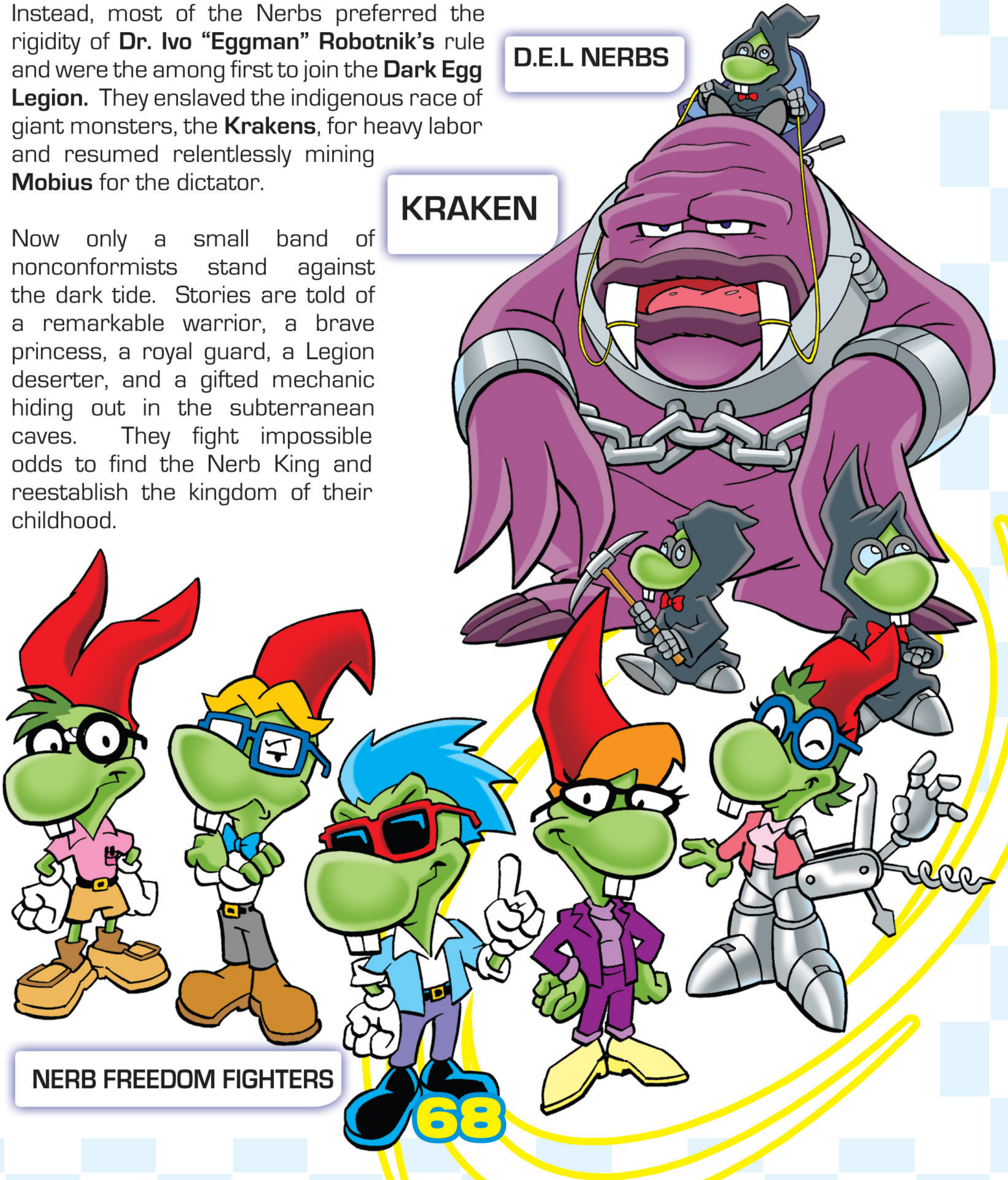
First Appearance:

Sonic the Hedgehog #10

The Nerbs are a race of diminutive, subterranean **Mobians**. They have large noses, buck teeth and poor eyesight. Their network of tunnels sprawls the entirety of the **Northamer** continent and is rumored to possibly reach around the globe. Despite early efforts by the **Knothole Freedom Fighters**, the Nerbs and their kingdom fell to the **Eggman Empire**. The people were used to mine natural resources for the gluttonous empire, but never roboticized – they were diligent enough workers naturally. After the end of the **First Robotnik War**, peace was expected to return to the simple – if anti-social – people.

Instead, most of the Nerbs preferred the rigidity of **Dr. Ivo "Eggman" Robotnik's** rule and were the among first to join the **Dark Egg Legion.** They enslaved the indigenous race of giant monsters, the **Krakens**, for heavy labor and resumed relentlessly mining **Mobius** for the dictator.

Now only a small band of nonconformists stand against the dark tide. Stories are told of a remarkable warrior, a brave princess, a royal guard, a Legion deserter, and a gifted mechanic hiding out in the subterranean caves. They fight impossible odds to find the Nerb King and reestablish the kingdom of their childhood.



DR. ROBOTNIK

IVO KINTOBOR "EGGMAN"

PROFILE STATS:

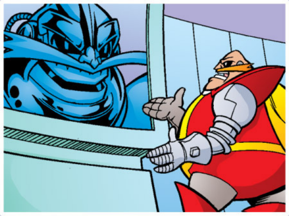
First Appearance:

As Julian Kintobor: Sonic the Hedgehog #43
As Dr. Robotnik: Sonic the Hedgehog #0
As "Dr. Eggman": Sonic the Hedgehog #75

Abilities:

Genius – Despite his eccentric behavior, Dr. Robotnik possesses an unmatched intellect, able to envision, build and operate just about anything.

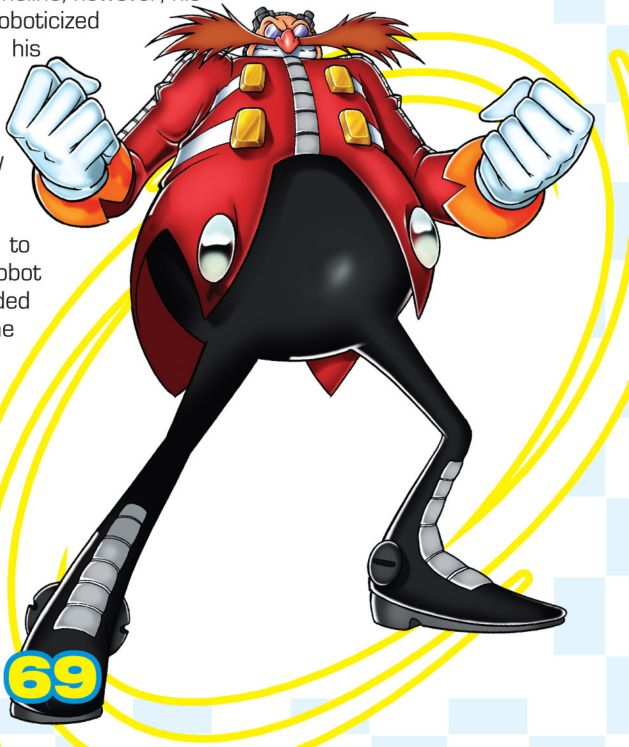
Dr. Eggman was born **Julian Kintobor** in 3189 to **Ivo and Bertha Kintobor**. Living in **Megapolis**, Julian studied under **Nate Morgan** before sabotaging him and taking over his lab. He later developed weapons for the **Great War**, using citizens as test subjects. The **Minister of Justice**, his brother, sentenced him to imprisonment, but Julian escaped and fled into the wilderness, where he was found by **Jules** and **Charles Hedgehog**.



DR. ROBOTNIK CONFRONTS WHAT WOULD LATER BECOME ROBOTNIK "2," KNOWN AS "DR. EGGMAN"

Julian was granted asylum by **King Maximillian Acorn**. He was tutored in warfare by **Warlord Kodos**, who found a kindred ruthless spirit despite his hatred for **Overlanders**. Kodos revealed his own plans to conquer the kingdom and Julian took the opportunity to betray him. With Kodos's tactics and his own genius, Julian turned the tide of the war and organized the final duel between **King Acorn** and **Overlord Charlemagne**. Then, using the peacetime to prepare, Julian launched a coup d'état against his foster nation. His conquest used three things: the robots he'd built for **Mobotropolis**, Kodos's plans, and the roboticizer. Julian had discovered Sir Charles Hedgehog's research and sabotaged the project, making the would-be medical miracle a tool for enslavement. He conquered the city in hours, and then renamed himself "Dr. Ivo Robotnik" after his father and maternal grandfather. He then set about conquering **Mobius**. While he was met with resistance, nothing kept his attention more than the **Knothole Freedom Fighters** – especially **Sonic the Hedgehog**. Here time takes two paths: in the **Prime Universe**, Dr. Robotnik's war ended with the firing of his **Ultimate Annihilator**. Thanks to **Snively's** treachery, Dr. Robotnik was erased from existence. In another timeline, however, his final battle with Sonic led to him being roboticized and his body destroyed. He uploaded his mind to an incomplete satellite where he eventually met his Prime counterpart and was inspired to strike back. This alternate Robotnik succeeded in rebuilding his body and destroying all life on his Mobius.

He then traveled across time and space to conquer **Mobius Prime**. Although his robot body was destroyed a few times, he uploaded his consciousness into a new body – the body now commonly called "Dr. Eggman." He hated the nickname, but in an effort of self-empowerment, he embraced it and called his territory the **Eggman Empire**. Dr. Robotnik's robot body was later transformed into flesh-and-blood by the **Bem** as part of an experiment, but it didn't change his lethal desires. Despite repeated defeats, set-backs and even death itself, Dr. Robotnik continues to rule with an iron fist and an even darker, stronger will.



SNIVELY ROBOTNIK

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #8

Abilities:
Genius – while not on par with Dr. Robotnik, Snively is still an incredibly gifted inventor.

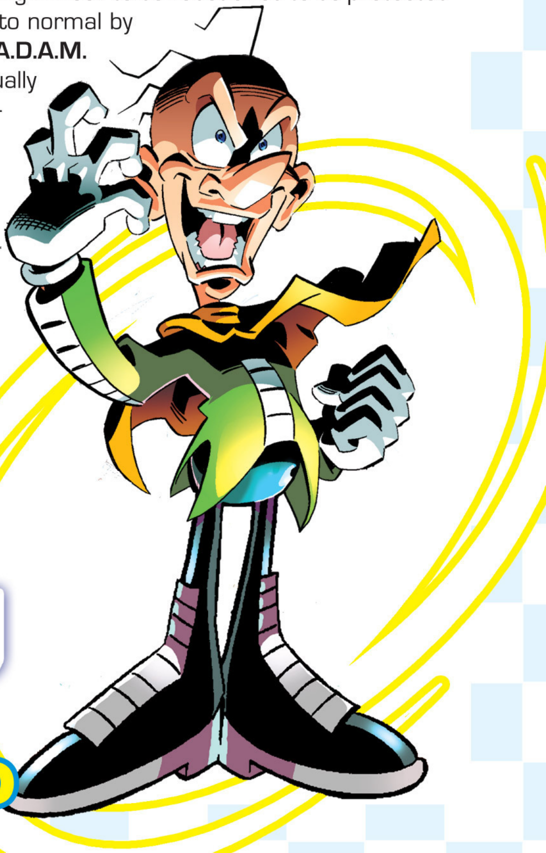
Snively Robotnik was born **Colin Kintobor, Jr**. in 3206 to **Colin Sr.** and **Miriam Kintobor**, the latter dying in childbirth. Colin Sr. tried not to let it embitter him to his son, but Snively grew up to be everything he wasn't: small, weak, and grotesque. Colin Sr. was the first to call him "Snively" for his sniveling manner, and the would-be tyrant resented it. The only person who could call him that and make it sound endearing was his beloved uncle, **Julian Kintobor.**

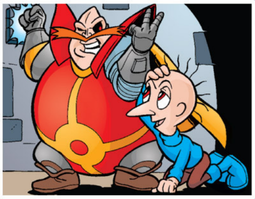
During the **Great War**, Snively followed Julian to the **Kingdom of Acorn** and happily did the grunt work needed to establish his uncle's rule. But Julian, who had been playing him from the start, dropped the façade and abused his nephew. Snively's love turned to hate and he plotted to take the empire for himself. A number of schemes failed until he assigned Dr. Robotnik's bio-signature to the **Ultimate Annihilator**, ensuring his uncle's demise. But then he was arrested by **Geoffrey St. John** and sent to the **Devil's Gulag.**

Snively briefly commanded the early **Destructix** before being "reunited" with **Dr. Eggman.** Fearing for his life, he aided the **Freedom Fighters** and went into hiding, but he couldn't survive on his own. When the **Overlanders** returned and settled in **Robotropolis**, he tried to hide among them. Instead, he was found by Dr. Eggman and Colin Sr. The father-son reunion seemed sweet, but both men knew of the bad blood between them.

Snively returned to serving his uncle, even allowing himself to be roboticized to be protected from the toxic city. He was later turned back to normal by the **Bem**. Later, Dr. Eggman created his "son," **A.D.A.M.** Snively saw the danger and left again, eventually joining the Freedom Fighters and their think-tank group, the **Brain Trust**. This alliance was short-lived, however, as the promise of power from his uncle was too much to ignore.

Snively later facilitated the **Iron Dominion's** brief take-over of the empire, falling in love with the **Iron Queen**. After the Iron Dominion's defeat, he attempted to unite his half-sister, **Hope**, and the Iron Queen in order to overthrow the **Eggman Empire** one last time, but was defeated. He's now locked in a **Prison Egg** in the bowels of the **Death Egg II** while an Infiltrator takes his place at the Iron Queen's side.





SNIVELY WITH HIS UNCLE JULIAN

KINTOBOR LINEAGE

Dr. Robotnik's family tree reaches back over 400 years with the earliest documented member being **Brutus Kintobor**, though an "Ivan Kintobor" was confirmed from tens of thousands of years ago. They are part of the **House of Ivo**, named after the founder of the bloodline. Dr. Robotnik, however, takes his name after a far more recent addition to his lineage. This is the extent of his known family:

Gerald Robotnik
(UNREVEALED-3185)

Jennifer Vasquez
(UNREVEALED)

Ivo Kintobor
(UNREVEALED)

Bertha Robotnik
(UNREVEALED)

Geraldo Robotnik
(UNREVEALED)

Meredith Sanders
(UNREVEALED)

Donald Hopkins
(UNREVEALED)

Julian Kintobor/
Ivo "Eggman" Robotnik
(3189-Present)
(alt. death: 3235)

Maria Robotnik
(UNREVEALED)-3185)

Lady Agnes
Hopkins
(UNREVEALED-3235)

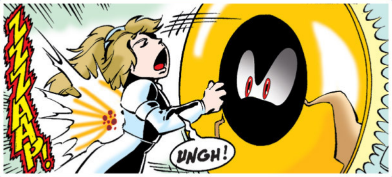
Angela Hopkins
(UNREVEALED-3225)

Colin Kintobor
(3184-3236)

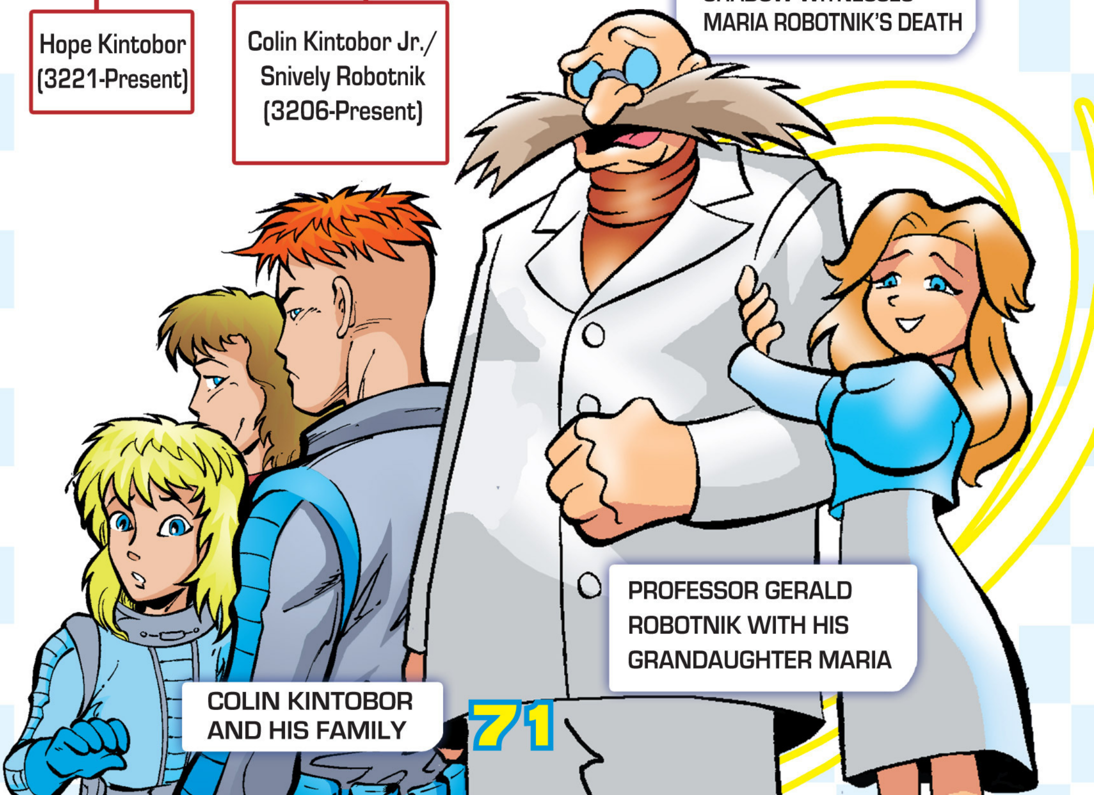
Miriam Day
(UNREVEALED-3206)

Hope Kintobor
(3221-Present)

Colin Kintobor Jr./
Snively Robotnik
(3206-Present)


ZZZAAP!
UNGH!

SHADOW WITNESSES
MARIA ROBOTNIK'S DEATH



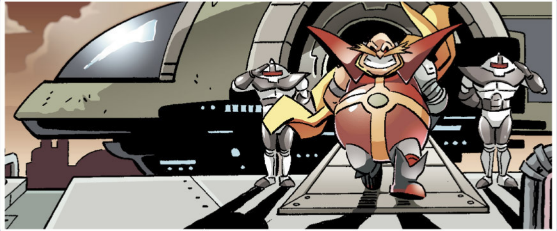
PROFESSOR GERALD ROBOTNIK WITH HIS GRANDDAUGHTER MARIA

COLIN KINTOBOR AND HIS FAMILY

THE EGGMAN EMPIRE

The Eggman Empire refers to all of the lands, cities and nations that are claimed by **Dr. Eggman**. The people of the Eggman Empire live in constant fear of Dr. Eggman's unpredictable wrath. They work grueling hours to gather the resources he demands for his robot hordes. The people have no freedoms and very little respite.

The original capital was **Robotropolis**, once known as **Mobotropolis**, the capital of the **Kingdom of Acorn**. Anyone resisting during the take-over was roboticized and turned into forced laborers or foot-soldiers sent to capture their former loved ones. The few who surrendered, hoping for leniency, were ultimately roboticized as well.

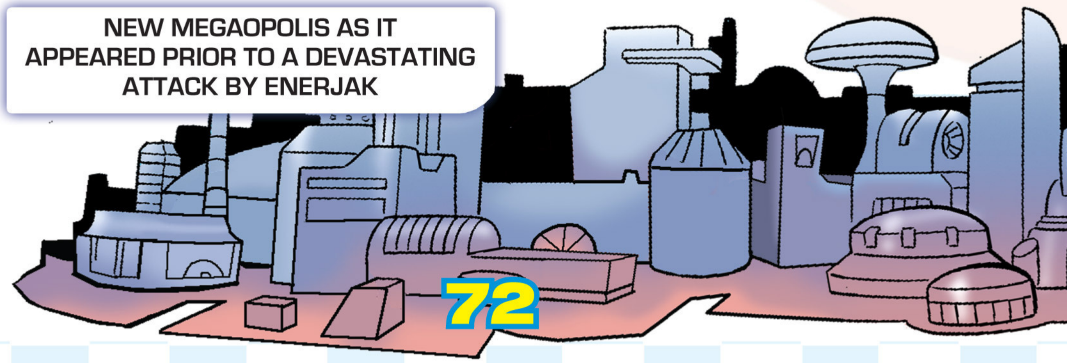


Dr. Eggman's network spans **Mobius** with multiple satellites and land-lines. With these he keeps tight tabs on his multiple **Grandmasters** – lackeys who sold out their regions for quick grabs at power. He also uses it to broadcast "entertainment" on his **R.B.V.s** – televisions that spread perpetual propaganda.

The empire stalled at the end of the **First Robotnik War** when **Dr. Robotnik** was destroyed by his own **Ultimate Annihilator.** His incumbent, Snively, was arrested before he could take power and the regional sub-bosses were content to maintain their holdings.

With Dr. Robotnik's return came a new body and a new mocking nickname – "Eggman." "Dr. Eggman" adopted it and renamed his empire after it, thus officially creating the Eggman Empire. After the destruction of Robotropolis, Dr. Eggman moved to a few citadels until finally settling in the abandoned city of **New Megaopolis**.

The city was ruined by the fourth **Enerjak**, who leveled most of it and the entirety of the **Badnik Horde**. Dr. Eggman was left to command his empire from bunker known as the **EggDome**. The empire got a new army from **Kommissar Lien-Da** of the **Dark Legion.**



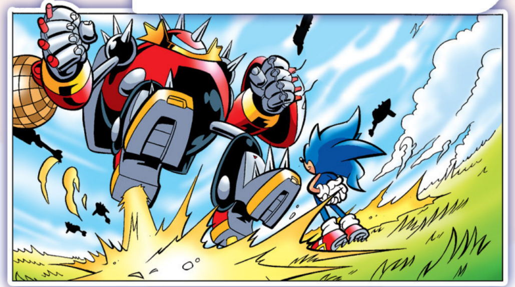
NEW MEGAOPOLIS AS IT APPEARED PRIOR TO A DEVASTATING ATTACK BY ENERJAK

The Dark Legion had been robbed of their cybernetics by Enerjak and wanted them restored. Having already started to augment his forces with cybernetics (later called "Legionization"), Dr. Eggman took on the cyborg echidnas and dubbed these armies the Dark Egg Legion.

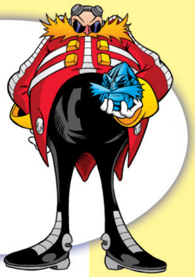
The **Iron Queen** and her **Iron Dominion** briefly took control of the empire when Dr. Eggman suffered a mental breakdown. She was defeated by **Sonic** and Dr. Eggman regained his senses.

Currently, Dr. Eggman controls his network of **Grandmasters** from the **Death Egg II**, his flying battlestation. While pockets of resistance fight bravely, the Eggman Empire still controls most of Mobius.

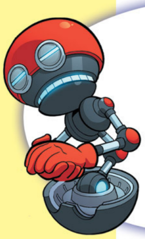
DR. EGGMAN'S
EGG BEATER BATTLE SUIT



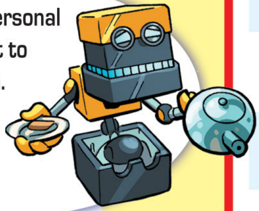
EMPIRE HIERARCHY



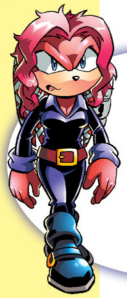
Dr. Ivo "Eggman" Robotnik: Emperor



Orbot: personal attendant to Dr. Eggman. Sassy.

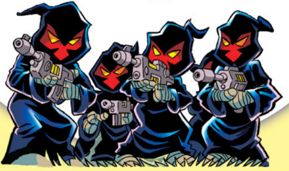


Cubot: personal attendant to Dr. Eggman. Voice chip is constantly in flux.



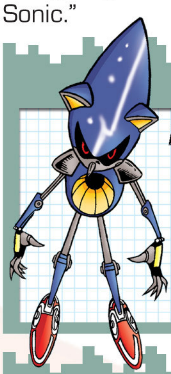
Grandmasters: leaders of their regional Dark Egg Legion Chapters

Dark Egg Legion: standing army for the Eggman Empire



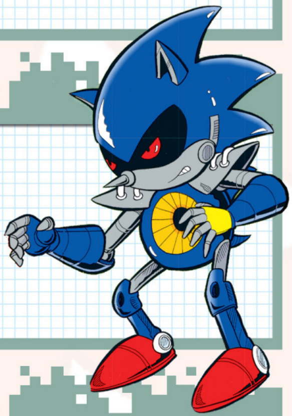
METAL SONIC SERIES

The Metal Sonic Series refers to the line of badniks designed after **Sonic the Hedgehog**, most specifically the sleek, blue robots directly referred to as "Metal Sonic."



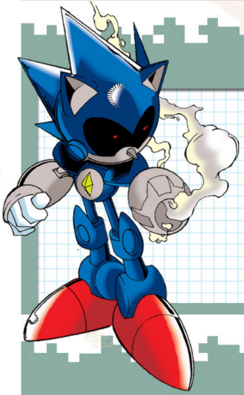
DESIGNATE: METAL SONIC V 1.0

This Metal Sonic raced Sonic in the **Collision Chaos Zone** for the safety of **Tails** and **Amy Rose**. This unit ended up melting itself with the heat of its own engine trying to keep up with Sonic.



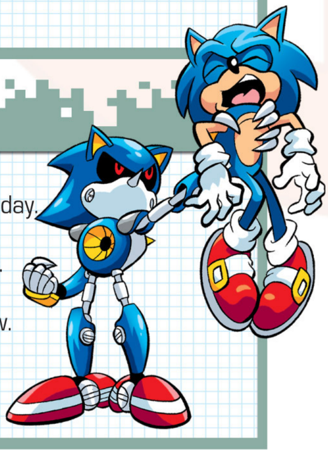
DESIGNATE: METAL SONIC V 2.0

Salvaged and upgraded, Metal Sonic was pitted against the **Chaotix** during their first mission together. It was powered by a power gem at its core and was seemingly destroyed.



DESIGNATE: METAL SONIC V 2.5

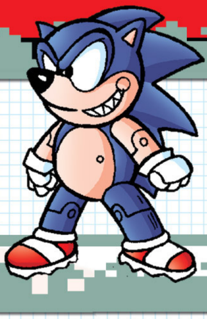
The same unit survived its battle on **Angel Island** and underwent heavy self-repair, its A.I. advancing in the process. It was faster than Sonic and possessed metamorphic abilities. Ultimately, it learned the value of life and sacrificed itself to save Sonic and Tails.



DESIGNATE: METAL SONIC V 3.0

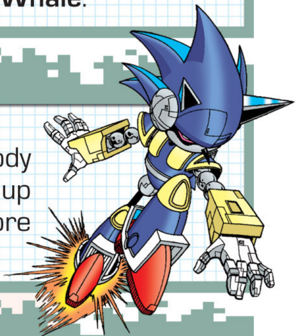
Built from the ground up, this is the standard model in use today.

v3.0 – Battled Sonic and Shadow.
v3.1 – Caught Sonic on the eve of Knothole City's destruction.
v3.2 – Was paired with Metal Scourge.
v3.3 – Traveled to Moebius and Blaze's world battling Shadow.
v3.4 – Defended the Death Egg II.
v3.5 – Blew up, severely injuring Antoine.
v3.6 – Battled Team Freedom and lost to Shard.



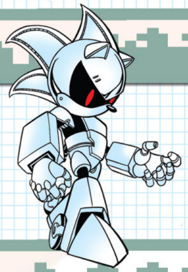
DESIGNATE: PSEUDO-SONIC

The precursor to the Metal Sonic series. It was prone to static shock and was ultimately smashed into a cube with other **badniks** by **Fluke the Blue Whale**.



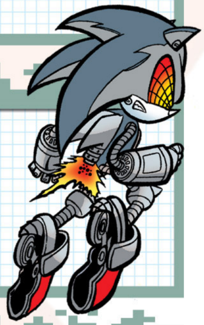
DESIGNATE: MECHA SONIC

Sonic when he was briefly roboticized and had his body augmented with laser canons. Mecha Sonic ended up fighting **Bunnie Rabbot** and **Mecha Knuckles** before being turned back to normal with power ring magic.



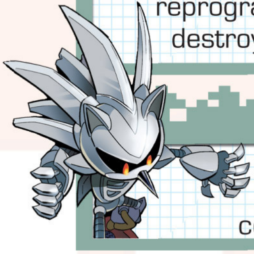
DESIGNATE: SILVER SONIC V 1.0

Modeled after Mecha Sonic's blueprints, his gargantuan robot was powered directly off the **Death Egg's** core. It was virtually indestructible.



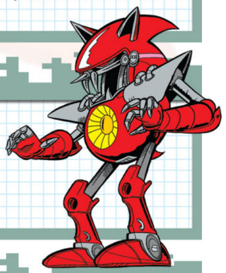
DESIGNATE: SILVER SONIC V 2.0

A sleeker revision with malevolent A.I. While tough, it lost much of its armor for the sake of speed. It was briefly reprogrammed to protect **Station Square** but was destroyed by **Shadow the Hedgehog.**



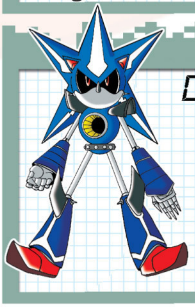
DESIGNATE: SILVER SONIC V 3.0

The perfect balance of speed, power and armor, this model compliments the smaller, sleeker Metal Sonic.



TITAN METAL SONIC

Metal Sonic v2.0 fully tapped into its power gem core and transformed into this two-story monster. Dr. Eggman has begun rebuilding this model as the ultimate attack robot.

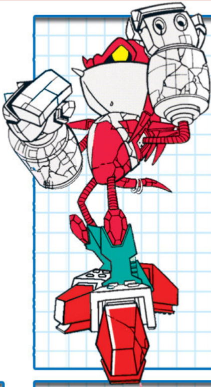


DESIGNATE: METAL SONIC TROOPERS

A limited series of robots created by **Sir Charles Hedgehog** and **Rotor Walrus** to fill in for Sonic during his journey through space. The project was canceled when Sonic returned, but **Anonymous** still managed to activate them and send them on a rampage. They were destroyed in a joint effort by Sonic, Shadow and the Chaotix.

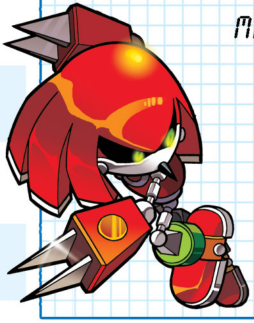
THE METAL SERIES

In addition to the **Metal Sonic** line, **Dr. Robotnik** has begun investigating other killer robots designed after notable **Freedom Fighters.** These should not be confused with the **Auto Automatons** or their slightly more advanced version, **the Infiltrators**. Here we also list some of the most notable weaponized **Robians** – some Dr. Robotnik's doing, some not.



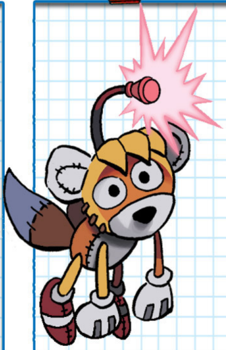
DESIGNATE: MECHA KNUCKLES

Knuckles was temporarily roboticized in an effort to combat Mecha Sonic. This model featured magnetic knuckle-claws. Mecha Knuckles was deroboticized.



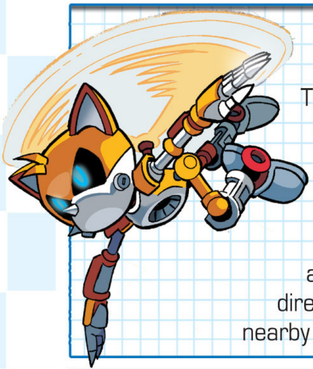
DESIGNATE: METAL KNUCKLES

The pinnacle of Knuckles-inspired robots. Fast, sleek and deadly it bears two sets of massive "knuckle blades."



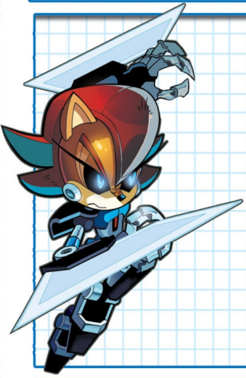
DESIGNATE: TAILS DOLL

Not a "true Metal," it is more of an insult to **Tails** than a viable threat. However, it does house an incredibly powerful anti-gravity engine and a **nanite** disruptor. It's also awfully creepy.



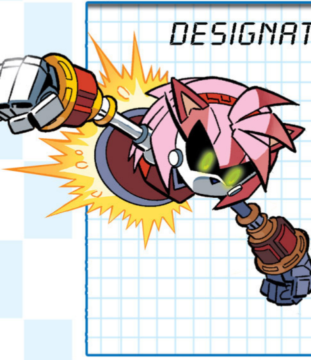
DESIGNATE: METAL TAILS

This model adds injury to Tails Doll's insult. Fast and incredibly maneuverable, this model runs on limited A.I. and usually follows directions issued by a nearby Metal Sonic.



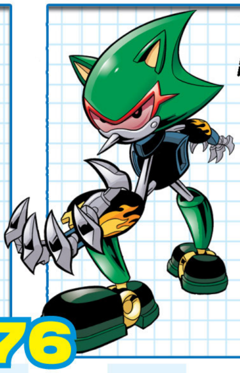
DESIGNATE: MECHA SALLY

Sally inverted the world roboticizer on the **Death Egg II**, saving **Mobius** but roboticizing herself. Dr. Eggman heavily modified and weaponized her, turning her into a deadly robot.



DESIGNATE: METAL AMY

Since he was being harassed by **Team Fighters**, Dr. Eggman created his own "Team Metal," complete with a copy of **Amy Rose**. Its hands turn into hammers of crushing force.

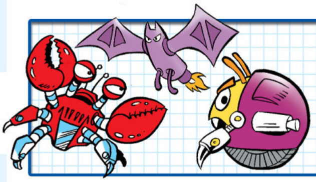


DESIGNATE: METAL SCOURGE

A modified Metal Sonic with a twin-slot intake valve to mimic **Scourge's** "II" scar. Metal Scourge has all the same properties as Metal Sonic v3.0

THE BADNIK HORDE

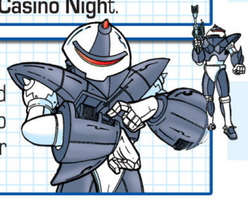
The Badnik Horde has been the backbone of the **Eggman Empire's** army up until very recently. The units used have changed over time, but their purpose remains the same: overwhelm the enemy with numbers with an easily replenished stock of soldiers.



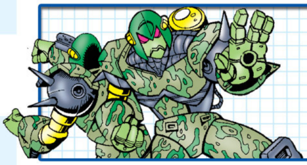
DESIGNATE: CLASSIC BADNIKS

There were over a dozen different models of the "classic badniks" – small robots with limited A.I., armament, and often modeled after mobinis. They were sent primarily to antagonize the young **Freedom Fighters**. The remaining classic badniks now work as wait staff at **Casino Night**.

DESIGNATE: SWAT BOTS



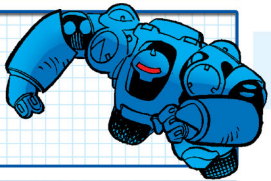
Briefly used as police enforcement in **Old Mobotropolis**, they were quickly converted to the primary ground troops and workers during **Dr. Robotnik's** initial rule. They too had limited A.I. but were armed with wrist-mounted laser canons, armor, and modular enchantments like jet-packs. Some still function as bouncers at Casino Night.



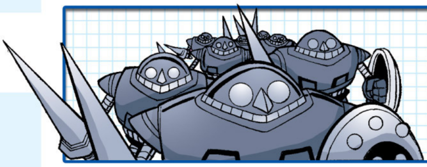
DESIGNATE: COM BOTS

A huge leap in lethality, these sported highly advanced A.I., a wide variety of weapons, a cloaking ability, much tougher armor and were generally hardier. A very limited number were made, and most were destroyed through trickery.

DESIGNATE: SHADOW BOTS



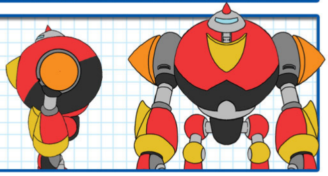
Upgraded SWAT Bots that came into use with **Dr. Eggman's** return. Less A.I. was devoted to "personalities" and more to battle algorithms. They also came in a two-story tall "deluxe" version. They were destroyed along with Robotropolis.



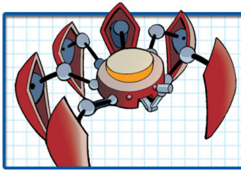
DESIGNATE: EGG PAWNS

The replacement for the SWAT Bots. The Egg Pawns were the ground forces with modular components and A.I. like SWAT Bots. **Egg Flappers** were the aerial variant, and **Egg Hammers** were giant heavy melee version. They were all wiped out by **Enerjak**.

DESIGNATE: EGG SWATS



The latest models combining Egg Pawn and SWAT Bot styles. Like their predecessors, they have numerous modular options and limited personality A.I.

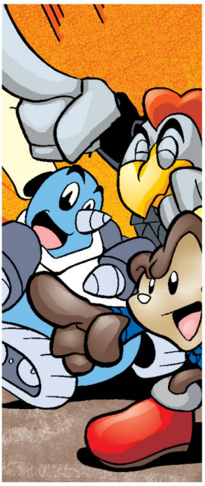


DESIGNATES: EGG MITES

There are two models. The worker drones maintain the interior of the **Death Egg II** while an assault version can be used to overwhelm targets. Their limbs close into an egg-shape for easy storage or deployment.

THE S6 SQUAD

SUPER SPECIAL SONIC SEARCH & SMASH SQUAD



THE S6 SQUAD AT THEIR CURRENT VOCATIONS IN CASINO NIGHT

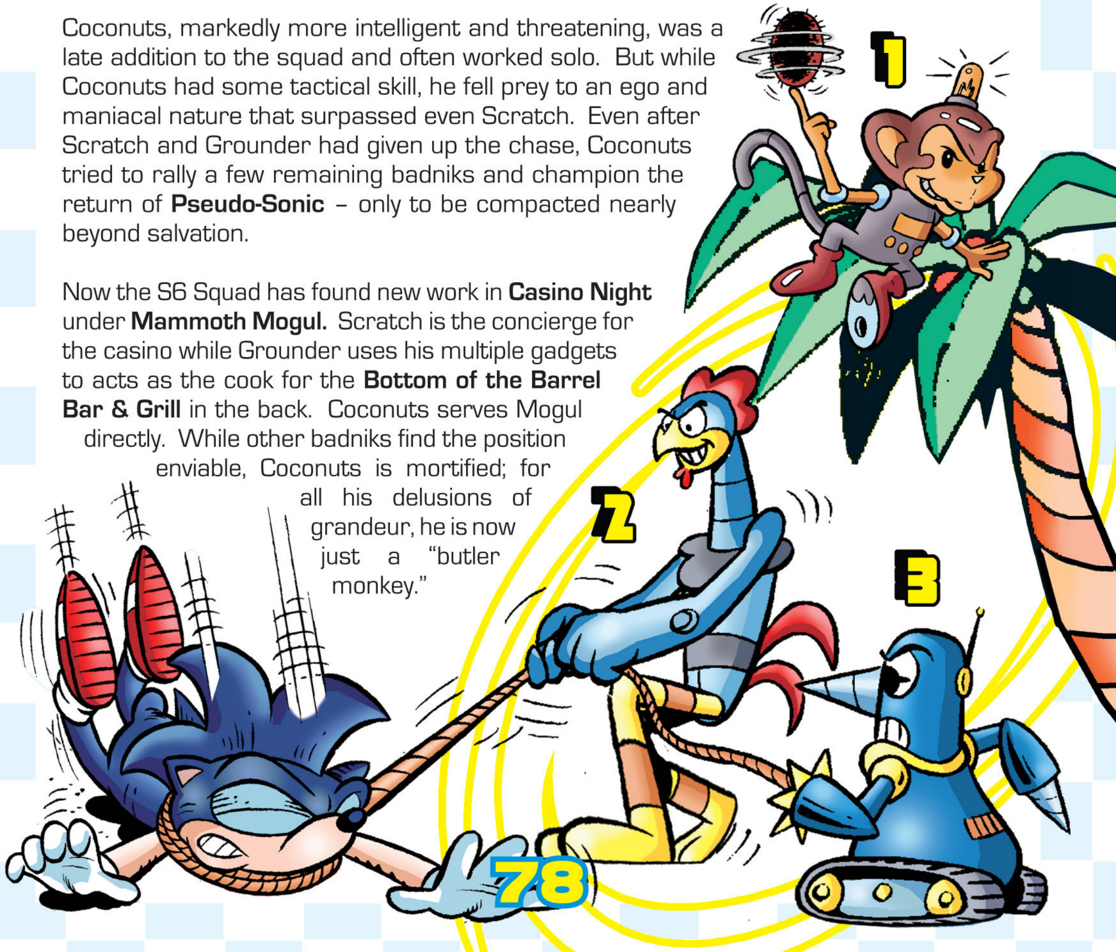
"S6" is short for the Super Special Sonic Search and Smash Squad. The squad consisted of three "elite" **badniks** – **Coconuts** (1), **Scratch** (2) and **Grounder** (3). The trio was tasked with hunting down and defeating the young **Sonic the Hedgehog**. Their limited A.I. and armament led to many embarrassing defeats.

Scratch was initially the self-styled leader. Loud and arrogant, he bossed around his "brother" Grounder and came up with their initial few, disastrous plans. Short of having a mean peck, Scratch was defenseless against Sonic.

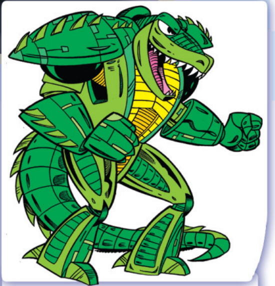
Grounder was arguably the dumber of the two but better armed. Aside from his default drill-cones, his arms held a variety of weapons and gadgets – not unlike the heavily-armored **E-123 Omega** who would follow much later.

Coconuts, markedly more intelligent and threatening, was a late addition to the squad and often worked solo. But while Coconuts had some tactical skill, he fell prey to an ego and maniacal nature that surpassed even Scratch. Even after Scratch and Grounder had given up the chase, Coconuts tried to rally a few remaining badniks and champion the return of **Pseudo-Sonic** – only to be compacted nearly beyond salvation.

Now the S6 Squad has found new work in **Casino Night** under **Mammoth Mogul.** Scratch is the concierge for the casino while Grounder uses his multiple gadgets to acts as the cook for the **Bottom of the Barrel Bar & Grill** in the back. Coconuts serves Mogul directly. While other badniks find the position enviable, Coconuts is mortified; for all his delusions of grandeur, he is now just a "butler monkey."

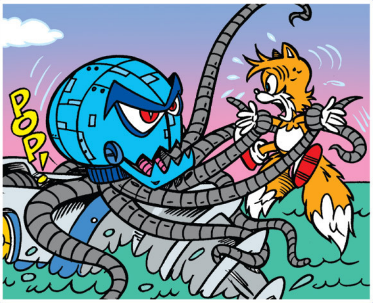


CROCBOT, OCTOBOT & CROCTOBOT



CROCBOT

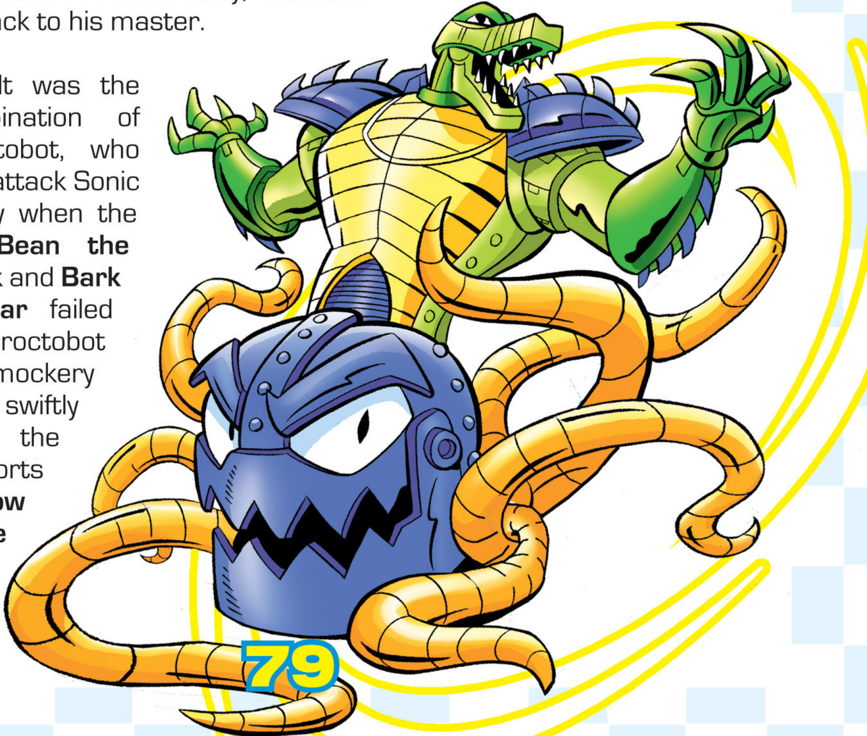
Crocbot was an advanced **badnik** built and deployed to conquer **Downunda**. Crocbot's A.I. was advanced enough that he actively plotted to set up Downunda as the seat of his own personal empire. However, Crocbot met repeated defeat at the hands of the **Downunda Freedom Fighters.** After losing half of himself to an explosion, Crocbot was fused with a tank – and again destroyed. His torso lingered on long enough to temporarily brainwash **Duck "Bill" Platypus** and incite an uprising by the platypuses. His remains were confiscated by **Sonic** and **Tails**, and then later by **Kodos** and **Uma Arachnis**, but how they made their way to their final fate is unknown.



OCTOBOT ATTACKS TAILS

Octobot was another advanced badnik who was built to oversee the conquest of the oceans. Octobot's underwater roboticizer was destroyed by Tails, and he himself was trashed by the **Forty Fathom Freedom Fighters**. Presumably, Octobot went limping back to his master.

The end result was the bizarre combination of badniks, Croctobot, who was sent in to attack Sonic on his birthday when the mercenaries **Bean the Dynamite Duck** and **Bark the Polar Bear** failed their mission. Croctobot was met with mockery and was swiftly destroyed by the combined efforts of **Sonic**, **Shadow** and **Scourge the Hedgehog**.

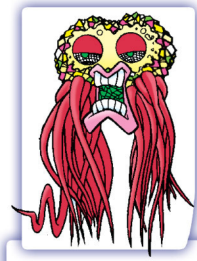


DAUGHTERS OF EGGMAN

PROFILE STATS:

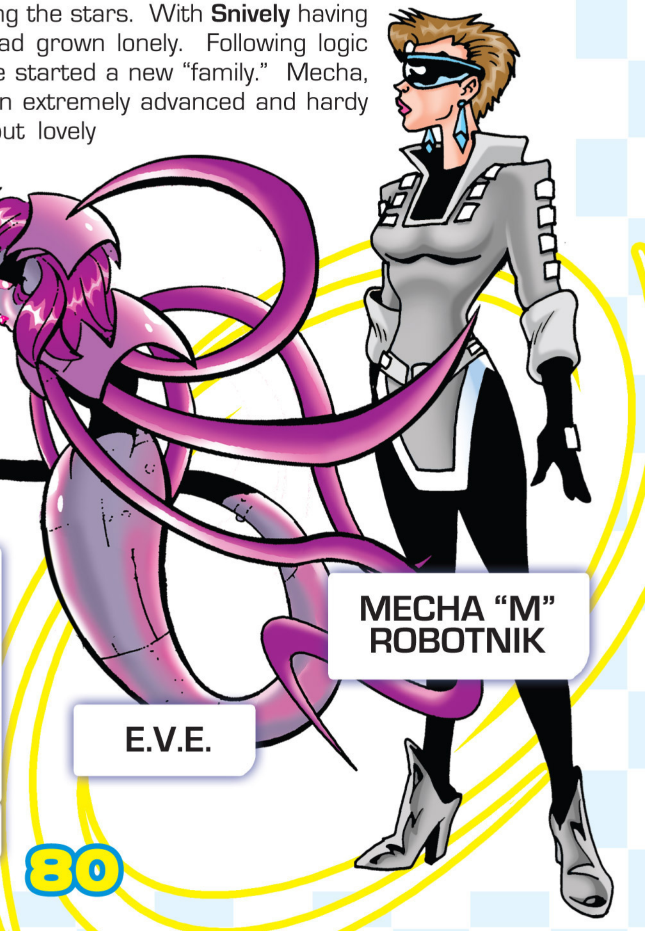
First Appearances
E.V.E.:
Sonic the Hedgehog #21
Mecha "M" Robotnik:
Sonic the Hedgehog #130

E.V.E. & MECHA



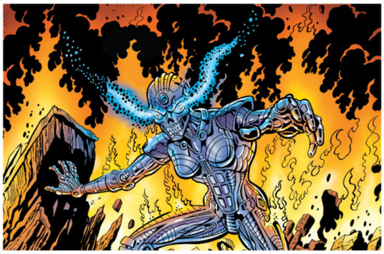
E.V.E.'S 3RD PHASE

E.V.E. stood for "Exceptionally Versatile Evolvanoid" – a network of **nanites** running off the most advanced A.I. ever crafted with its underlying coding being based off **Sonic** and **Dr. Robotnik's** DNA. The nanites assembled themselves as increasingly powerful badniks, changing and improving rapidly with each defeat. She evolved to the point that she found Dr. Robotnik more of a limitation than a leader. She seemingly vaporized him before following Sonic's advice and seeking advancement among the stars. Sonic would come across her again much later during his journey through outer space. E.V.E. had grown into a small planetoid. She sought out other advanced A.I. throughout the galaxy, adding them to herself to "liberate" them, then destroying the host world that "imprisoned" them. Sonic pointed out that she was just another enslaving force at that point. E.V.E., convinced, drove herself into the heart of a **Chaos Emerald**-powered star, and was vaporized. Mecha "M" Robotnik was constructed during Sonic's long exodus among the stars. With **Snively** having abandoned him, Dr. Robotnik had grown lonely. Following logic that made sense only to him, he started a new "family." Mecha, who usually went by "M," was an extremely advanced and hardy android. Under the chiseled but lovely exterior was a frightening robot with lethal laser vision. M was viciously loyal to her father – even to her own end. When **A.D.A.M.** framed her as conspiring with **Anonymous**, M obeyed Dr. Robotnik's order to self-destruct.



MECHA "M" ROBOTNIK

E.V.E.



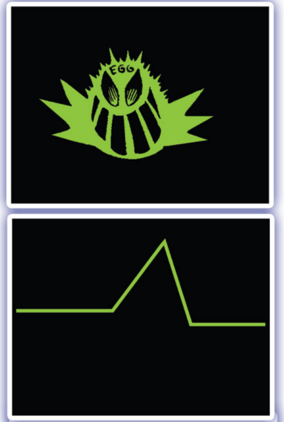
MECHA SANS HER "MAKE-UP"

A.D.A.M.

"ANONYMOUS"

PROFILE STATS:

First Appearances
A.D.A.M.:
onic the Hedgehog #130
Anonymous (first mentioned: Sonic the Hedgehog #135

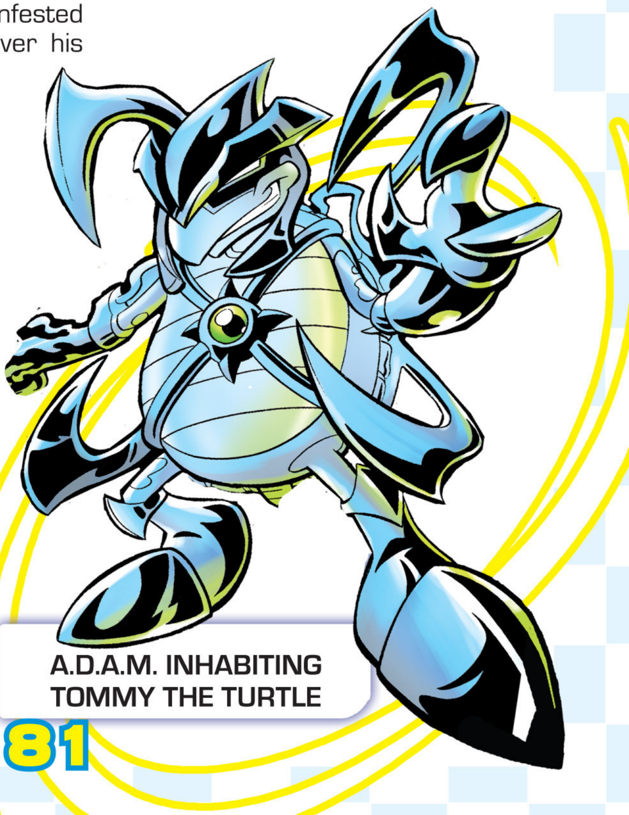


A.D.A.M. IN COMPUTER DISPLAY FORM

A.D.A.M. stands for **Autonomous Digital Assault Microbe**. Originally A.D.A.M. was simply a virus that arose from a corruption within Dr. Robotnik's newest networking software, but was powerful enough to manifest a will of its own. Intrigued, Dr. Robotnik allowed the virus to develop until it became its own A.I. and his "son." A.D.A.M. was put in charge of running the **EggNet** and the **Badnik Horde**. A.D.A.M. was unstable at best, however, and soon came to have an unhealthy need for Dr. Robotnik's attention and respect. A.D.A.M. developed a false persona and dubbed it "Anonymous." As Anonymous, A.D.A.M. did many things – he framed his "sister," M, as a conspirator against their father, unleashed the **Metal Sonic Troopers** on **Knothole** and **New Megaopolis**, infected a number of individuals in Knothole with **nanites**, unleashed the newest batch of nanites to build the **Nanite City**, and unleashed copies of the **Mecha Destructix**, among other things – all to perpetuate the persona of Anonymous.

Finally, A.D.A.M. used the nanite-infested shell of **Tommy Turtle** to take over his body, take **Jules Hedgehog** hostage, and kidnap **Tails.** The ultimate plan was to use **Turbo Tails** and **Super Shadow** to summon all of the **Chaos Emeralds** from across the galaxy to his Nanite City. Dr. Robotnik, who had deciphered that "A.D.A.M. "Determined Anonymous's Movements," briefly partnered with Sonic to fight his treacherous son.

A.D.A.M. and **Super Sonic** did battle until Tommy was able to exert his will once more. Tommy used his precious seconds of control to fly directly into the overwhelming firepower of Dr. Robotnik's **Egg Fleet**, ensuring that A.D.A.M. was obliterated forever.



A.D.A.M. INHABITING TOMMY THE TURTLE

THE DARK EGG LEGION

With the loss of roboticization, **Dr. Robotnik** fell back on the cybernetic technology he perfected with **Monkey Khan** to enslave those within his empire. While this was already widespread within the **Eggman Empire**, the term "Dark Egg Legion" did not come into effect until the original **Dark Legion** submitted to him. Dr. Robotnik took a shine to their traditions and had sweeping changes made throughout his forces. Now all **Mobians** using his cybernetics wear black robes and answer to a **Grandmaster**. Each regional group is called a "Chapter." All Dark Egg Legionnaires have small explosives implanted in their cybernetics, forcing them to remain loyal to Dr. Robotnik. Some notable Grandmasters:

Beauregard "The Baron" Rabbot (1) : Bunnie's estranged uncle who was roboticized during the **First Robotnik War** and transferred to the **Great Desert** to combat **Sand Blast City**. He was nominated for leadership when the Sand Blast City exiles petitioned the Eggman Empire for protection. His compassion has become fierce protectiveness of those in his chapter.

Drago & Razorklaw (2&3) : Both are outcasts from their people: Drago for betraying the **Wolf Pack** and conspiring to murder **Sally**, while Razorklaw was dishonored for losing a duel with **Locke**. They co-lead a chapter of wolves and cats within Soumerca. Drago is brash and arrogant, while the grim Razorklaw is far more competent.

Akhult (4) : The chief of the largest pod of orcas in either polar cap. Akhult thirsts for battle and relishes control. He and his followers use their cybernetically-enhanced sonar to brainwash or otherwise assault their enemies.

Bill Platypus (5) : A former **Downunda Freedom Fighter** who once led an uprising of his people while under mind-control. When his people petitioned for sponsorship by the Eggman Empire, he agreed to lead them. This was all a ploy to undermine their efforts with terrible leadership.

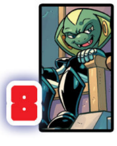
Cmd. Hugo Brass (6) : Once one of the top military figures in **G.U.N.**, Cmd. Brass came to the rescue of his star team, **Sigma-Alpha 2**. It was a trap set by Dr. Robotnik, and the entire group was forcibly "legionized" and brainwashed. Under the **Iron Queen's** command, he lead the **Egg Paladins** in raids against G.U.N. and the **United Federation**.

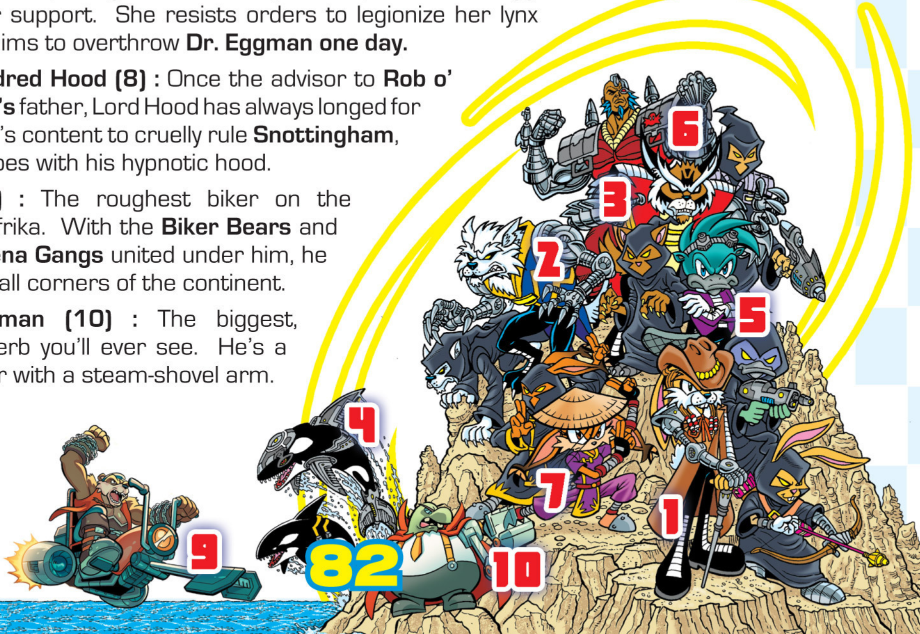
Bride of the Conquering Storm (7) : With the defeat of the **Iron Dominion** in the **Dragon Kingdom**, Conquering Storm was quick to petition the Eggman Empire for support. She resists orders to legionize her lynx ninja and aims to overthrow **Dr. Eggman one day.**

Lord Mordred Hood (8) : Once the advisor to **Rob o' the Hedge's** father, Lord Hood has always longed for power. He's content to cruelly rule **Snottingham**, disabling foes with his hypnotic hood.

Diesel (9) : The roughest biker on the plains of Efrika. With the **Biker Bears** and **Nasty Hyena Gangs** united under him, he terrorizes all corners of the continent.

The Foreman (10) : The biggest, nastiest nerb you'll ever see. He's a slave-driver with a steam-shovel arm.





THE DARK LEGION

The Dark Legion dates back 400 years, after the fall of the third **Enerjak**. **Echidnaopolis** enacted a drastic plan in which most of its technology was to be confiscated and stored in the underground **Grand Conservatory**. However, many citizens disapproved of what they saw as an insult to their heritage. Organized by **Menniker**, they dressed in robes to conceal their identities and met in secrecy at night, plotting insurrection. Rumors circulated, giving rise to the name "the Dark Legion." The group adopted the name to strike fear into those who opposed their mission. Using now-illegal technology, they nearly sparked a civil war, but were stopped when **Guardian Steppenwolf** used his **Chaos** powers to banish them to the **Twilight Cage**. The Dark Legion struggled to survive and took every opportunity to stage invasions of Echidnaopolis. In time, **Knuckles** and **Dimitri** started a peaceful reintegration into normal society, only for the **Eggman Empire** to nearly wipe them all out. The Legion reformed to fight back, but then split in civil war. Half of the forces took on fire-based weaponry and followed **Lien-Da** as the **Flame Legion**, while the other half used cryogenic-based weaponry and followed **Remington** as his **Frost Legion**. Then they lost their cybernetics to the magic of the fourth Enerjak. Many moved on to **Albion**, tired of the struggle or tired of the Legion itself. The few left over, desperate for their way of life, went to **Dr. Ivo "Eggman" Robotnik** for new cybernetics and became his new **Dark Egg Legion.**

Dimitri (1): He would not take over the Legion until 400 years after his defeat as Enerjak. He took it upon himself to lead his people until he was betrayed by Lien-Da.

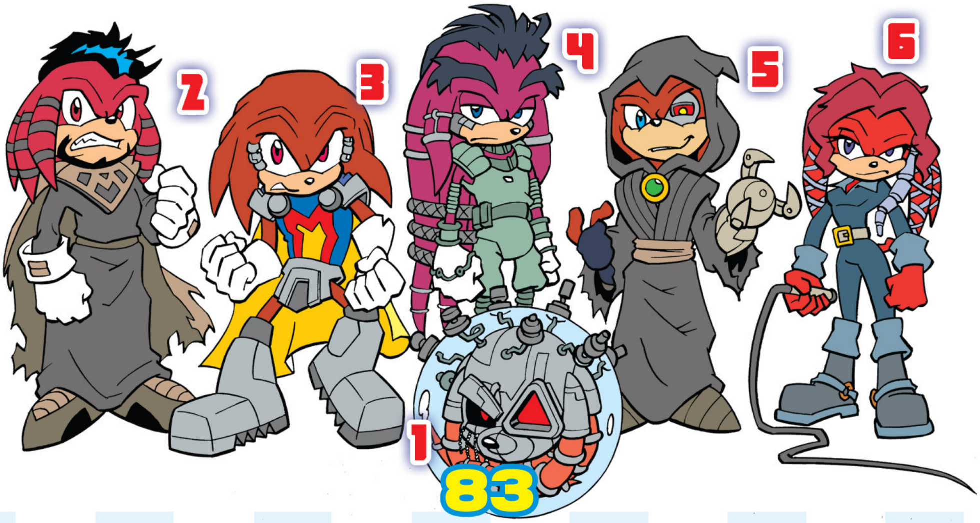
Menniker (2): The founder who preached technology as a way of life. His last act was to conspire with the **Overland** to assault **Angel Island** with nuclear missiles. He and **Guardian Aaron** battled over the missile, with Aaron detonating it prematurely, destroying them both.

Moritori Rex (3): He used special ocular implants to spy on the **Prime Zone** from the Twilight Cage. He learned the ways of the Guardians before staging an invasion in which he was badly wounded alongside **Guardian Tobor**. Rex was mistakenly rescued by the **Brotherhood** and posed as Tobor for generations. In that time he led **Guardian Spectre's** abduction, caused the death of **Guardian Janelle-Li,** maintained bases for the Dark Legion on Angel Island, and mentored his grandchildren from abroad.

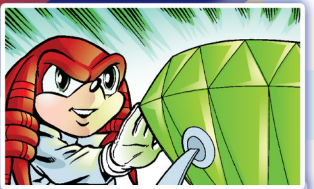
Luger (4): A romantic at heart but a poor parent. A workaholic and less aggressive than his forefathers, he was seen by some as "soft." He was assassinated by his firstborns, Kragok and Lien-Da.

Kragok (5): He seized control while Lien-Da recovered from an assassination mission he sabotaged. He succeeded in freeing the legion from the Twilight Cage, but fell to his doom while fighting Guardian Tobor.

Lien-Da (6): Stuck as **Kommissar** for almost all of her life, she brokered the deal with Dr. Eggman to create the Dark Egg Legion and betrayed Dimitri to take command of her people.



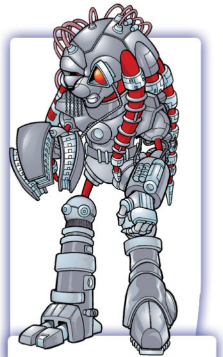
DIMITRI



YOUNG DIMITRI'S AMBITION TAKES HOLD

Dimitri was born to **Byron** and **Angel-La**. Inspired by their ancestors, he and his brother **Edmund** hoped to return their **Angel Island** to **Mobius**.

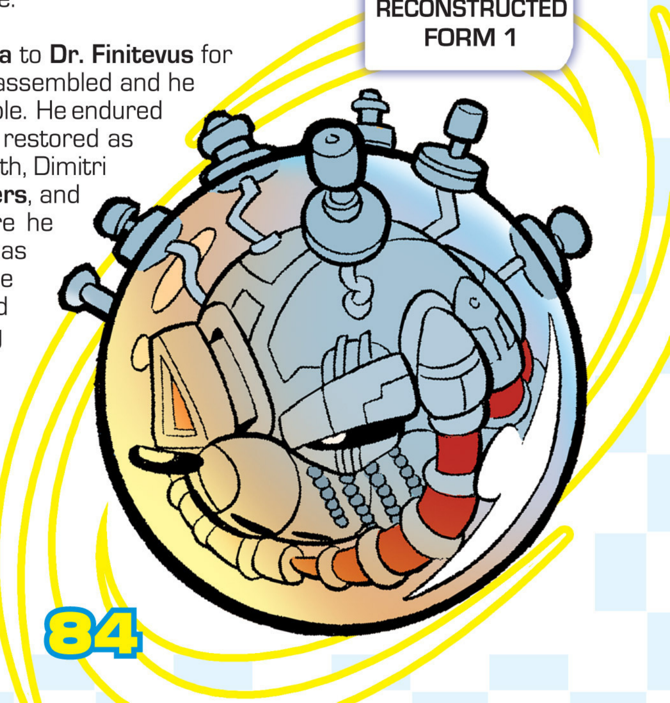
They created the **Chaos Syphon**, a device that would slowly drain the **Chaos Emeralds** that held Angel Island up and settle it back into the **Great Crater of Downunda**. The plan was unanimously voted down, although the reasons ranged from fear to political agendas. Dimitri, driven by pride, broke into the **Chaos Chamber** and used the Chaos Syphon anyway. In his haste he overloaded the device. Irradiated by Chaos Energy, he was reborn as **Enerjak**. He briefly took control of Angel Island with plans of world domination, but his tower base was brought down upon him by the **Fire-Ants**. The resulting skull-like rubble was named Mt. Fate and he was left for dead. Dimitri stewed in his prison for centuries, growing in power until erupting as a fully realized Enerjak. He confronted the current **Guardian**, **Knuckles**, and tried to rebuild his home city as a dark version called **Nekronopolis**. With help from **Guardian Locke** and the Fire Ants, Enerjak was trapped in an energy matrix within his own tower and launched into orbit. Only when **Mammoth Mogul** provided a magical beacon did Enerjak return. Once back, he took command of the **Dark Legion** and led an invasion of **Echidnaopolis**, only to be drained of his power by Mogul. Four hundred years caught up with him and the Dark Legion was forced to preserve him in a robot body.



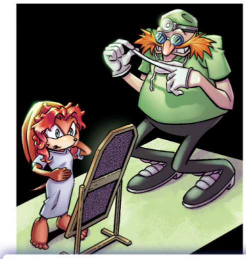
RECONSTRUCTED FORM 1

Now Grandmaster Dimitri, he led them in many attempts at seize control. No longer Enerjak, his sanity slowly returned. Later, he used peaceful political means to get the legion back into society. Then Dimitri's body began to fail him, and Mogul used him as bait for Knuckles. In the explosive confrontation, Dimitri was rescued and empowered enough to survive.

Still weak, he was given by **Lien-Da** to **Dr. Finitevus** for research. Dimitri's body was disassembled and he was left as a head in a floating bubble. He endured under the false promise of being restored as Enerjak. When he learned the truth, Dimitri tried to warn the **Freedom Fighters**, and then the **Eggman Empire**. There he was upgraded and re-instated as Grandmaster, this time over the Dark Egg Legion. He continued to look after them with growing humility until he was betrayed by Lien-Da. He was disabled and hidden in a crate, but was later rescued by **Sonic** and Tails. Humbled, he joined Knuckles in restoring **Haven** on Angel Island. He doesn't look to lead now, just to help.



KRAGOK & LIEN-DA



DR. EGGMAN UNVEILS THE RECONSTRUCTED LIEN-DA

Kragok and Lien-Da are the twin children of **Grandmaster Luger** and his first wife, **Merin-Da**. Their mother caught a fatal disease during an invasion of Angel Island and was lost when they were still young. They were furious when their father remarried and had another daughter, **Julie-Su**. Fed up with their father, they took lessons from their grandfather, **Moritori Rex**. They eagerly took to his malicious teaching and came to refer to him as "father." They later conspired to co-rule the **Dark Legion** after assassinating Luger. Kragok built the weapon, which used an energy signature that would mask their involvement, while Lien-Da fired it. Just as Kragok planned, the weapon blew up in her hands. While she healed, Kragok rose to power unchallenged and kept her as his second-in-command, or "Kommissar."

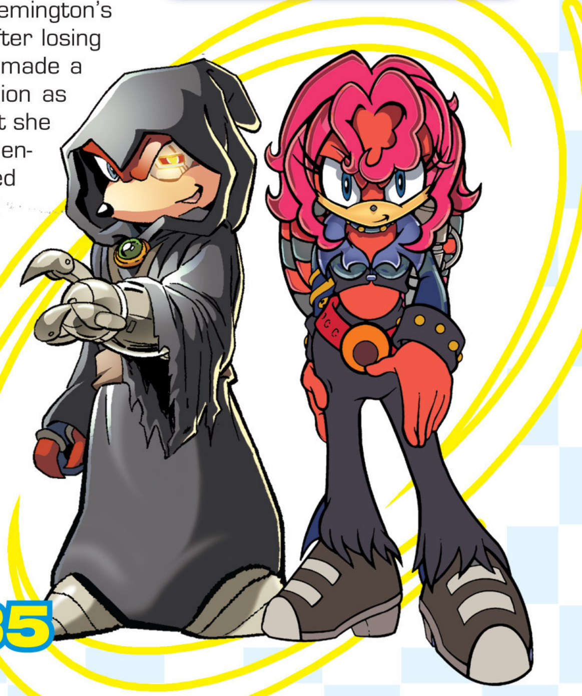
Kragok was notably unstable, given to rage. His tactics were blunt and brutal, and the legion lived in fearful awe of him. He tried having a family to produce an heir, but his wife and son appeared to perish in a freak accident. After that he focused entirely on an invasion of Angel Island and used the bases prepared by his grandfather. Kragok was part of the invasion of **Echidnaopolis** led by **Enerjak** and was arrested after its failure. While being interrogated by **Knuckles**, they were transported back to the **Twilight Cage** by Knuckles' **Chaos** powers. Knuckles escaped, but Kragok was stopped by **Guardian Tobor**. They battled within the Twilight Cage for a time before escaping back into the **Prime Zone**, and promptly fell to their doom.

Lien-Da worked from the shadows this entire time as Kragok's enforcer. Later she served under **Grandmaster Dimitri**, but she never fully believed in his plans to reintegrate into society. She briefly led a faction of the Dark Legion called the Flame Legion to conquer Remington's Frost Legion and unite them under her. After losing her cybernetics to the fourth Enerjak, she made a deal with **Dr. Eggman** to conscript the legion as his army in return for new cybernetics – but she still lost out on the Grandmaster position. Lien-Da later learned the cybernetics were armed with explosives. The **Iron Queen** provided microchips designed to subvert the bombs, while making the **Dark Egg Legion** prone to her mind control. Lien-Da betrayed Dimitri and stole a modified chip he developed, giving herself the ability to control the entire legion. But the chip did not protect her from the Iron Queen's magic, and it was only through Dr. Eggman's twisted generosity she survived her explosive punishment.

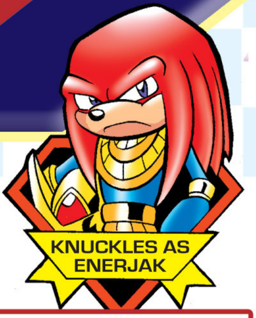
PROFILE STATS:

First Appearances

Kragok: Knuckles the Echidna #1
Lien-Da: Knuckles the Echidna #7



ENERJAK



Enerjak refers to an ancient, malevolent spirit of incredible power. It has always manifested within an **echidna**, usually one who has given in to their hubris. Enerjak has nearly unlimited power, restricted only by the imagination of the avatar.

The 1st Enerjak

He was a scientist in ancient **Albion** researching the secrets of the **Chaos Force**. He and his partner in work and love, **Aurora-La**, were contacted by the **Ancient Walkers** and shown the Chaos Force's wonders. As they transcended, Enerjak was corrupted by the power; he eventually came into direct conflict with the Walkers and his former love. Too powerful to be outright destroyed, he was scattered throughout the Chaos Force. This ambient spirit would manifest through the later Enerjaks.

The 2nd Enerjak

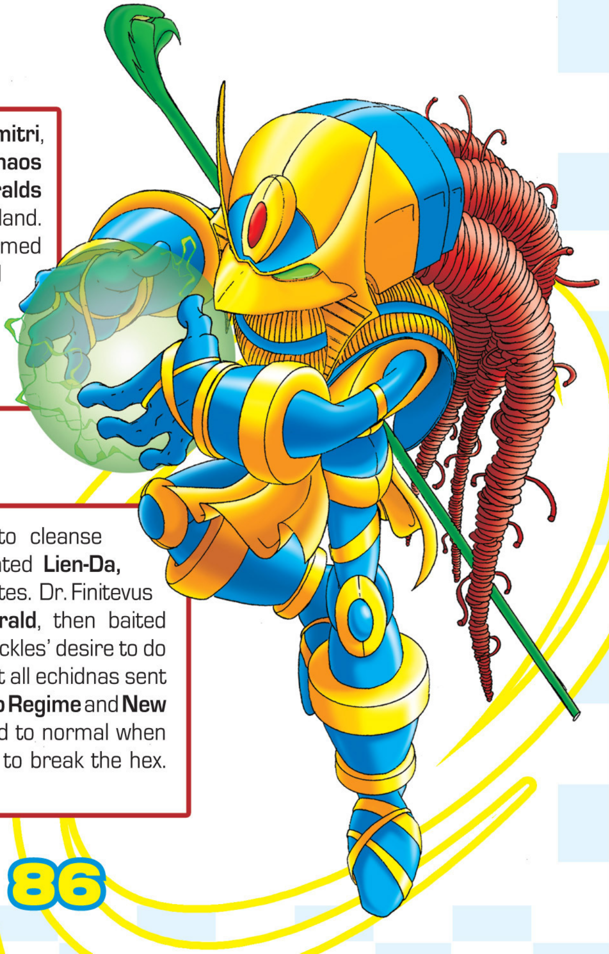
Very little is known about this Enerjak. It is said he was another researcher from Albion, this time looking for a means to fight the **Order of Ixis** during the **Forgotten Wars**. The story goes that the experiment went too well, and that both sides of the conflict had to call a temporary truce to defeat the common threat.

The 3rd Enerjak

Rogue scientist of **Echidnaopolis**, **Dimitri**, attempted to use his experimental **Chaos Syphon** to drain multiple **Chaos Emeralds** to return **Angel Island** to the mainland. The overwhelming power transformed him. This was the least successful incarnation, having spent most of his time trapped in some form or another, until all of his power was drained by **Mammoth Mogul.**

The 4th Enerjak

Dr. Finitevus sought an Enerjak to cleanse the world of corruption and evaluated **Lien-Da, Remington** and **Knuckles** as candidates. Dr. Finitevus put a hex upon the **Master Emerald**, then baited Knuckles into tapping its power. Knuckles' desire to do good was warped, resulting in almost all echidnas sent to Albion and the ruination of the **Dingo Regime** and **New Megaopolis**. Knuckles was returned to normal when his father, **Locke**, sacrificed himself to break the hex.



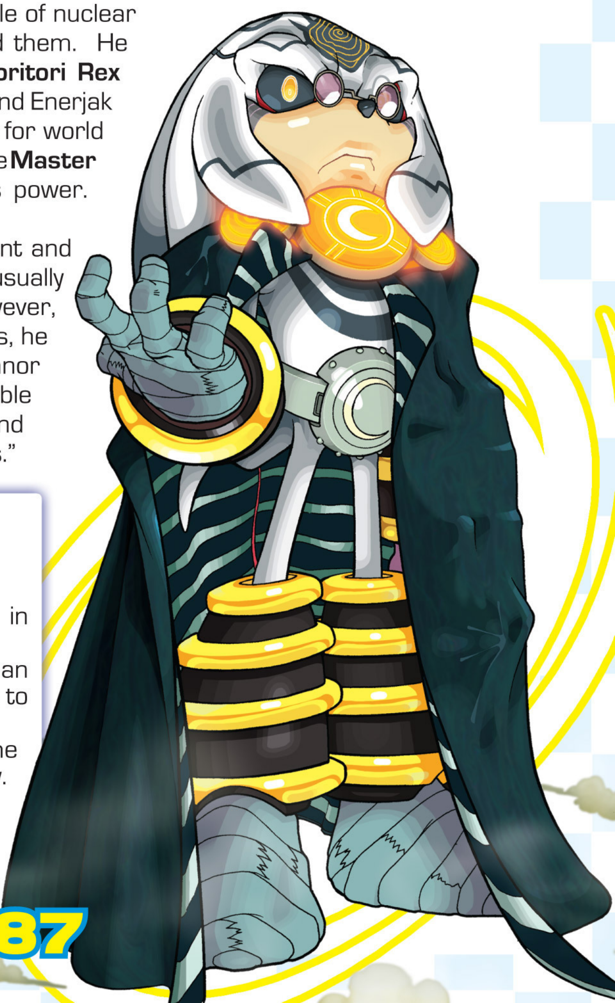
DR. FINITEVUS

Dr. Finitevus was once a **Chaos** energy researcher in **Albion**. He was fascinated by old **Echidnaopolis** research, including the **Chaos Syphon** invented by **Edmund** and **Dimitri.** He even went so far as to improve the design, incorporating it into a full-body suit. Dr. Finitevus got the opportunity to use it when **Knuckles the Echidna** lost control of his latent powers and was deemed dangerous by the **Albion High Council**. Dr. Finitevus attempted to safely drain "**Chaos Knuckles**" of his excess power, but Knuckles ended up overloading the suit. The power coursed through Dr. Finitevus, changing him.

He became a "photo-negative" of the **Guardian**; he employed complex solutions instead of simple ones and sought to bring a violent "cleansing" to the world rather than protect a small piece of it. While recovering and under observation, Dr. Finitevus developed his trademark **Warp Ring** technology. When the Albion High Council deemed him dangerous and ordered him euthanized, he easily escaped. He then disabled Albion's defensive measures, allowing the **Eggman Empire's** invasion fleets to launch a surprise attack against the city.

Dr. Finitevus is always searching for ways to end the world. He believes it beyond hope, that it must be purged so that new, better life can flourish. He attempted to use an ancient stockpile of nuclear weapons, but **Rouge the Bat** disarmed them. He experimented on the **Brotherhood**, **Moritori Rex** and **Dimitri** to unlock the mysteries behind Enerjak and made Knuckles a pawn in his plans for world destruction. He shows great interest in the **Master Emerald**, seeking new ways to use its power.

Dr. Finitevus is usually reserved, eloquent and suave. Even in the heat of combat he usually remains collected, even playful. However, whenever the situation involves Knuckles, he will often lose his temper, his quiet demeanor becoming savage. He also has trouble maintaining his composure when around those who are making "stupid decisions."



PROFILE STATS:

First Appearance:
Sonic the Hedgehog #139

Abilities:

Genius – He is a brilliant scientist in magic and robotics.

Warp Rings – He seems to have an endless supply of them, which he uses to great effect.

Chaos Channeling – Like Knuckles, he can call upon ambient Chaos energy. He's usually at his best when near the Master Emerald.

Combat – He inherited much of Knuckles' combat ability.

NOCTURNUS CLAN

The Nocturnus Clan dates back at least hundreds of years. They were made up of the **Advanced Sciences** caste in **Albion** society and were part of the **Second Downunda Colony**. When the colony initially settled in **Soumerca**, the Nocturnus opted to fight for the land alongside the warrior caste, the **Knuckles Clan**. The comradery didn't last long. Ideological differences between the leaders soon had the clans at each other's throats. **Chief Pachacamac** led his people down a more reactionary path while **Imperator Pir'Oth Ix** pushed the Nocturnus Clan towards rapid scientific advances. The Nocturnus should've rolled over the Knuckles Clan with little effort, but they mysteriously vanished into the **Twilight Cage** before they got the chance. The incident of their transportation is known simply as the "Argus Event."

PROFILE STATS:

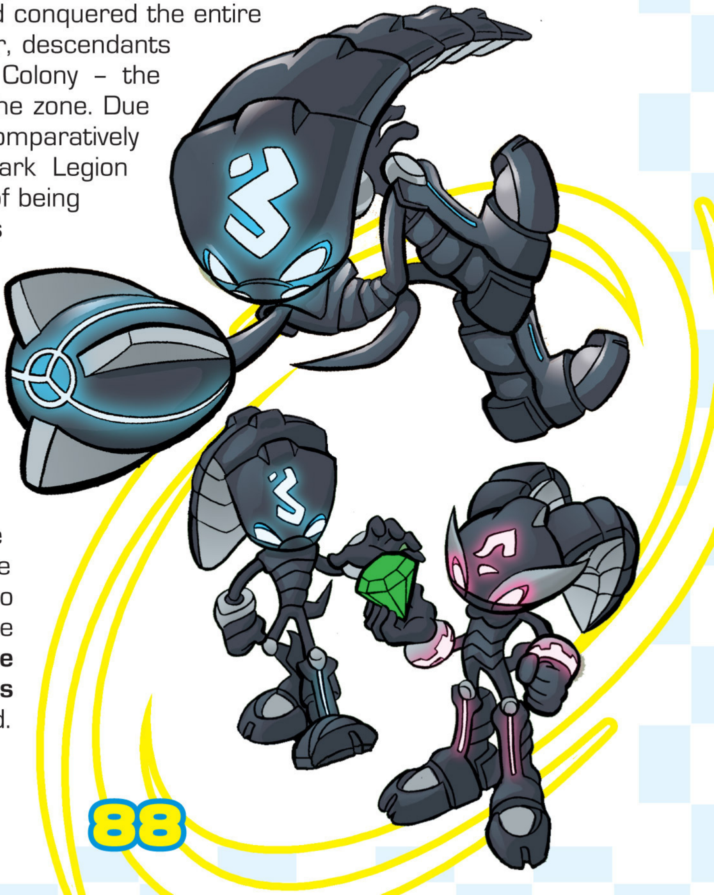
First Appearance:
Sonic the Hedgehog #191

Abilities:

Advanced Tech – The Marauders are armed with advanced armor, life-draining energy weapons, and short-range teleporters.

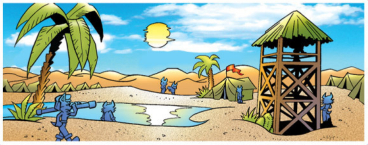
Gizoids – When their personal tech fails, the Marauders fall back on their army of super-robots. Incredibly adaptive and run by highly-advanced A.I., each one is like an army by itself.

Once in the Twilight Cage, the Nocturnus found themselves surrounded by equally conquest-thirsty alien races. The Nocturnus applied their old tactics to their new home. Their quick, brutal raids on their neighbors earned them the nickname "the Marauders," which they eventually took as their own. It wasn't long before they had conquered the entire dimension. Some time later, descendants of the Second Downunda Colony – the **Dark Legion** – arrived in the zone. Due to their origin and their comparatively inferior technology, the Dark Legion was not given the "honor" of being conquered by the Nocturnus Clan. They were tolerated at a distance and were only attacked when they made raids of the Nocturnus Clan's teleportation technology.



Currently, Ix continues to research the power of "the twilight" – the power of the zone itself. He plots to one day have enough power to transport the entirety of the Twilight Cage into the **Prime Zone**, to conquer **Mobius** and the stars beyond.

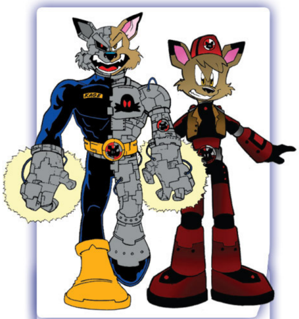
DINGO REGIME



THE DINGO SANDOPOLIS CAMP

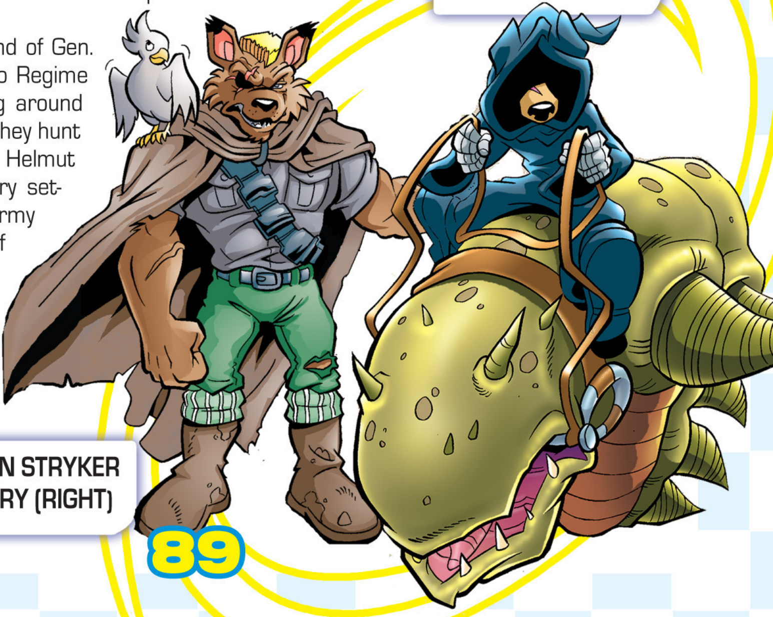
The Dingoes were once a race of nomads. Small families and larger communities wandered, traded and fought all across **Downunda**, which probably protected them from the **First Downunda Colony**. By the time of the **Second Downunda Colony**, the structure of their society had shifted. The many family-tribes had united or conquered others until there was one massive tribe. Small family groups still existed, but they were nothing before this army of Dingoes. The early Dingo Regime gained all its advances through conquest. The highly advanced city of **Echidnaopolis** was a prize they couldn't ignore, and only the assistance of the **Fire-Ants** kept the **Echidnas** safe through their first few years. Because of the **Great White Comet** and the formation of **Angel Island,** the Dingo Regime was forced into close-quarters with their rivals. They continued to steal and adapt Echidna technology, developing into a fairly modern military state. Eventually, the top general of the time decided to initiate a nuclear strike on Echidnaopolis, ignorant of the risk to his people or the island. While the missiles were intercepted, their fallout poisoned the entire island. As a result, **Guardian Hawking** used a device known as the **Hyper Zone Projector** to move each civilization on the island to its own pocket dimension. For generations, the Dingo Regime survived in its zone until the effects of the **Ultimate Annihilator** forced them back into the **Prime Zone**. The process destroyed their city of **Cave Canem**. For a time they were forced into serving the Echidnas or living in destitution. Their leader, **Gen. Helmut von Stryker**, tried to rally them and petition for equality until the **Eggman Empire** invaded. Helmut's son, Kage, made a deal with **Dr. Ivo "Eggman" Robotnik** to arm the Dingo Regime in return for serving the empire. Helmut opposed dealing with the tyrant and was exiled to the **Sandopolis Desert**.

Cave Canem was rebuilt by echidna slave labor and the Dingo Regime ruled unchallenged for a time. It wasn't until the fourth **Enerjak** that their hold was truly broken. Gen. Kage von Stryker and his city were vaporized while the rest of the Dingo Regime was stripped of their gear and banished to the Sandopolis Desert.



KAGE & GERBIL

Now back under the command of Gen. Helmut von Stryker, the Dingo Regime has scraped together a living around the **Azure Lake Oasis** where they hunt the monstrous sandcrawlers. Helmut sees this as only a temporary set-back; he will one day lead his army back into the lush interior of Angel Island and conquer the island for the Dingo Regime. Helmut is attended to by **Catweezel**, a loud-mouthed and sarcastic mobini-cockatoo.



GEN. HELMUT VON STRYKER (LEFT) AND HARRY (RIGHT)

MAMMOTH MOGUL

PROFILE STATS:

First Appearance:
Mecha Madness Special

Abilities:

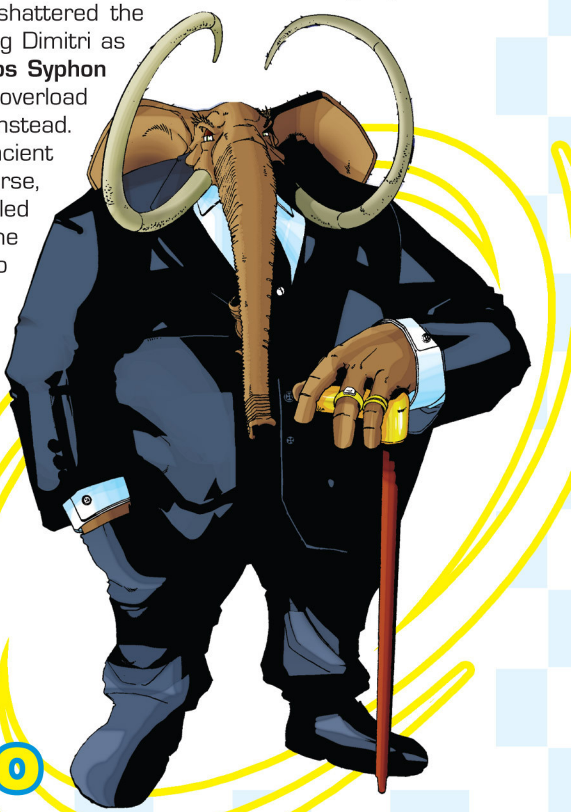
Elemental Magic – As an Ixis, Mogul has powerful magical command over earth, fire, air, water and crystal.

Chaos Energy – With the Grey Chaos Emerald in his chest, Mogul commands incredible amounts of Chaos energy, granting him – among other things – immortality.

Mammoth Mogul was a hunter in **Mobian** pre-history. A **Chaos Emerald** was accidentally embedded in his chest, giving him power and immortality. He made himself ruler of **Mobius**, but his reign was short when his cruelty sparked rebellion. Seeing his abuse of power, the **Ancient Walkers** cursed his gem so that his plans would always fail. Dethroned, Mogul spent ages developing his powers. He invented and perfected **Ixis** magic. Many were drawn to his power and he taught them in return for their loyalty, creating the **Order of Ixis**. As "Ixis Mogul" he tried to conquer the world, but was opposed by the **Albion Knights of Aurora**. The Order's magic was matched with the **Knights**' technology, and the battles raged across the planet.

All records of the generations-long battle are lost; thus this period is called "The Forgotten Wars." During this time the **First Downunda Colony** was founded, cybernetics were invented, and the mutates appeared. It may be that the **Days of Fury** began here, and it is rumored Mogul created Seven **Ixis Masterworks**. Eventually Mogul was defeated and his Order destroyed. Over the centuries he traveled, studied and went by various titles. He didn't make another serious move until after the **First Robotnik War**. Using the **Sword of Acorns** and the power of the third **Enerjak**, Mogul transformed into **Master Mogul** and tried to conquer the world again, but his cursed Chaos Emerald ensured his defeat and he was sealed in the **Master Emerald**.

While imprisoned he managed to reach out and hex **Mina**, whom he foresaw being important to **Sonic**. He escaped when **Dr. Robotnik** shattered the Master Emerald to feed **Chaos**. Later, using Dimitri as bait, he lured "Chaos Knuckles" into a **Chaos Syphon** room to drain his power. Knuckles tried to overload them both, but recreated Master Mogul instead. Master Mogul struck a vicious blow to the Ancient Walkers before waging war on the multiverse, but was defeated by **Titan Tails**, who sealed him within his own Chaos Emerald.When the Ancient Walkers died, Mogul was freed, only to be re-captured by Dr. Robotnik and trapped in the **Egg Grapes**. Mogul protected himself with magic until **Anonymous** stole his gem. Mogul escaped, only to be jailed in **New Mobotropolis**. There he activated hexes he had placed on Mina, **Tails** and **Mighty** and held them hostage until Sonic gave him the **Grey Chaos Emerald**.



Power restored, Mogul has opted to take the slow track to victory. Using old **badniks**, he has renovated the **Casino Night resort** and occasionally torments the heroes of Mobius. He doesn't have to beat them now; they'll die eventually, and so he'll wait.

IXIS NAUGUS

PROFILE STATS:

First Appearance: Sonic the Hedgehog #53

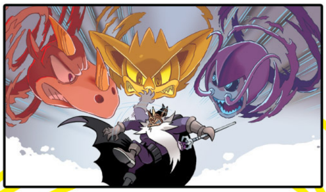
Abilities:

Elemental Magic – Full command of the elements, allowing flight, and can turn inorganic objects into crystal.
Emotional Manipulation – Can influence the thoughts of others.
Possession – He can inhabit the body of anyone who had sworn loyalty to him and submitted to his crystalline magic.
Shadow-meld – The ability to meld with and travel via shadows.

The **Order of Ixis** was destroyed after the **Forgotten Wars**. The skills had devolved into crude "black magic," or been corrupted into "technomagic," used mostly in the **Overland**. The few remaining Ixis mages fought over the scraps of knowledge left over from the war.

But three worked together: **Agunus Rhino** was a master of earth-magic, **Nusgau Bat** of air-magic, and **Suguna Lobster** of water-magic. Each taught the other while investigating the Order's past. Eventually, they competed for the remaining element: fire. Their vicious rivalry returned, and the three were last seen struggling towards the Sun to claim its power. The mixing of powers fused the three into Ixis Naugus. He made himself **Royal Wizard** to **King Fredric Acorn**. From **Mobotropolis** he created a doorway to the **Zone of Silence.** When he felt threatened by Nate Morgan, he conspired with the **Warlord Kodos** and had Nate framed for treason.

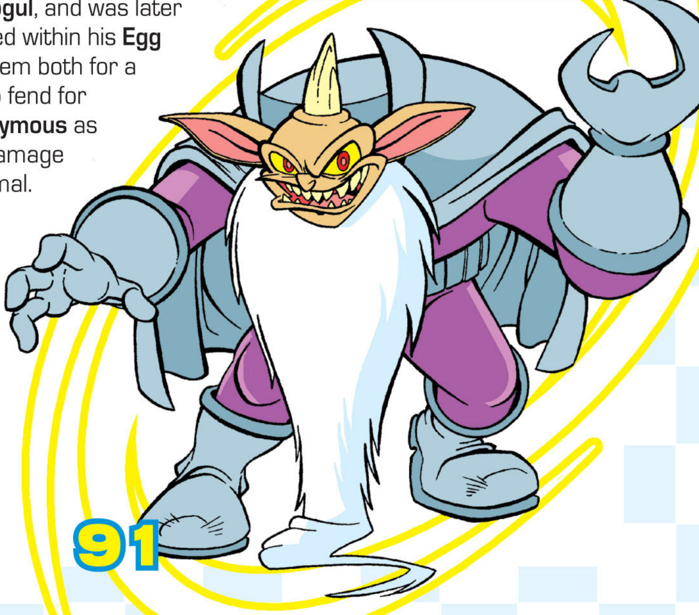
As the **Great War** loomed, Naugus escaped into his zone. **Julian Kintobor** sealed the exit. Naugus was almost god-like in the Zone of Silence. He perfected crystalline magic, using it to protect the zone's other prisoners – if they served him.



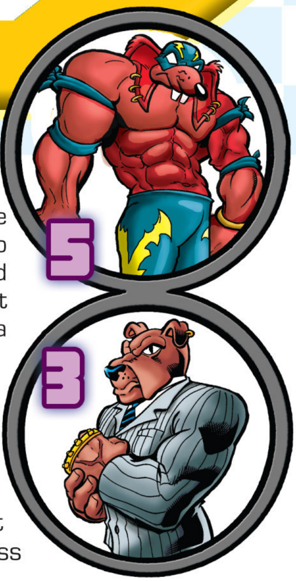
Over ten years later he escaped, planning to conquer the kingdom by possessing the king. **Sonic** and **Tails** chased him down and he was sealed back in the Zone of Silence with the help of Nate Morgan.

Naugus was summoned back by the **Arachne**, but was forced to submit to **Mammoth Mogul**, and was later captured by **Dr. Eggman** and sealed within his **Egg Grapes**. While Mogul protected them both for a time, eventually Naugus was left to fend for himself. He was released by **Anonymous** as part of a larger scheme, but the damage was done: Naugus was a feral animal.

He was restored by **Geoffrey St. John** and the **Purple Chaos Emerald**. Through manipulative magic and politics Naugus was crowned king. After the **Genesis Wave**, Naugus's past lives returned to haunt him, and he now suffers from random mutations.



MOBIUS UNDERWORLD



When **Dr. Robotnik** conquered the world, many heroic people banded together to fight his tyranny. Unfortunately, many also appeared to prey upon those made vulnerable by the mad doctor's conquest. Cruel and dishonest, they'll do just about anything to take advantage of others' misfortune. This is just a sampling of the scum of **Mobius**:

"Downtown" Ebony Hare (1) – A self-styled gangster who talks big and acts tough. He fancies himself a criminal mastermind and deals in dangerous substances.

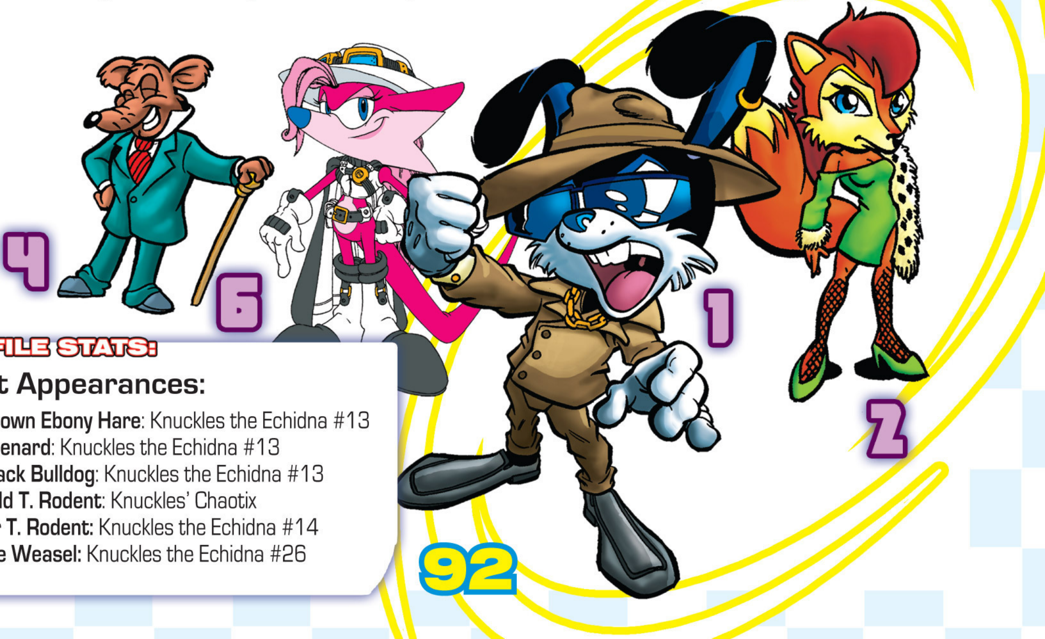
Foxy Reynard (2) – The pretty face that's always next to Downtown. She may play ditzy, she may even believe it herself, but under the glamour and sass is a shrewd business mind.

Blackjack Bulldog (3) – A mountain of muscle that proves when you try to beat the house, the house beats you. He's a thug of few words – and few independent thoughts – who is usually found backing up Downtown's bragging.

Renfield T. Rodent (4) – He's a man obsessed with a dream: to create a grand amusement park. Finding funding and support for such a project in this war-torn era is hard, and Renfield will do any dirty deed to achieve his grandiose goal.

Ripper T. Rodent (5) – Renfield's brother and a self-styled luchador. He constantly dyes his fur and reinvents his image in a quest to be the most celebrated performance athlete on Mobius. He has plenty of style and flair, but he has a terrible record in the fighting ring.

Nicolette "Nic" Weasel (6) – Nack's estranged twin sister. She's not as ruthless as her more famous kin, but no less motivated. She seems to have vanished from Mobius with rumors ranging from retirement to being eliminated by her over-competitive brother.



PROFILE STATS:

First Appearances:

Downtown Ebony Hare: Knuckles the Echidna #13
Foxy Renard: Knuckles the Echidna #13
Blackjack Bulldog: Knuckles the Echidna #13
Renfield T. Rodent: Knuckles' Chaotix
Ripper T. Rodent: Knuckles the Echidna #14
Nic the Weasel: Knuckles the Echidna #26

BEAN AND BARK

PROFILE STATS:

First Appearance: Sonic the Hedgehog #160

Abilities – Bark:

Super Strength – Bark is far stronger than the average mobian and easily within the top three in the world.

Abilities – Bean:

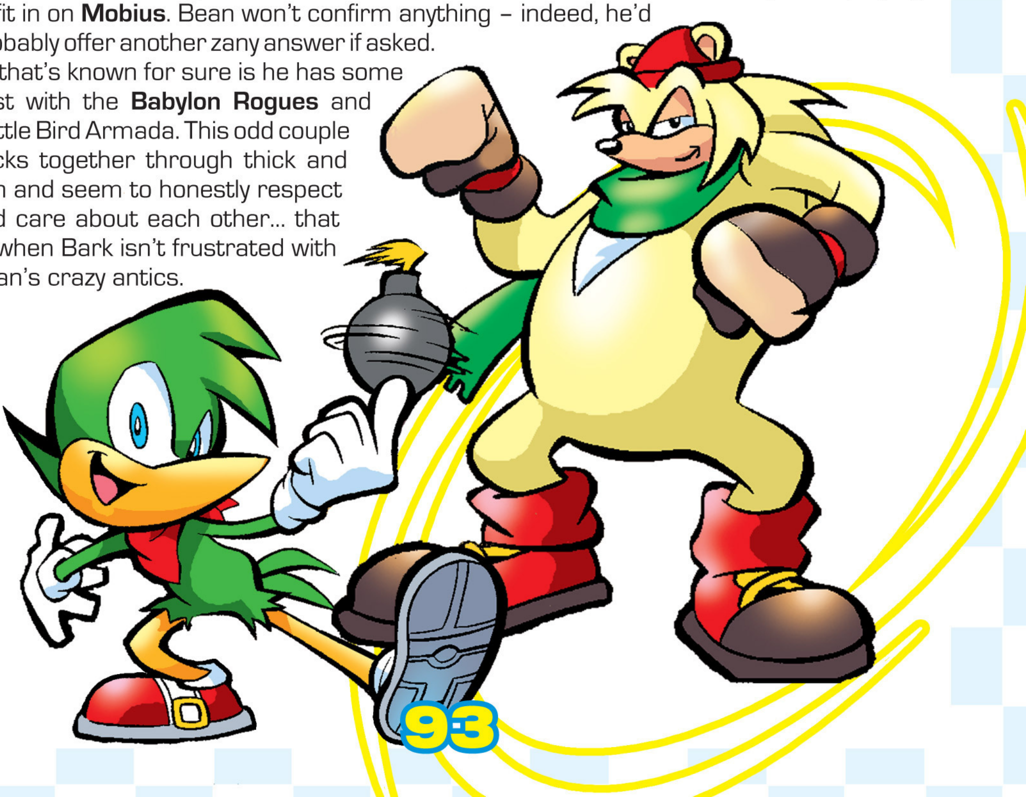
Bombs – Bean summons black, round bombs from nowhere in a puff of purple smoke. Their explosive power is enough to knock someone off their feet and lightly burn. He can also control other explosives' detonations. There's no telling how or why.

Bean & Bark are an odd mercenary duo. They work for the highest bidder – hero or villain. Despite their methods, they don't come across as true villains; they may simply be good people gone astray.

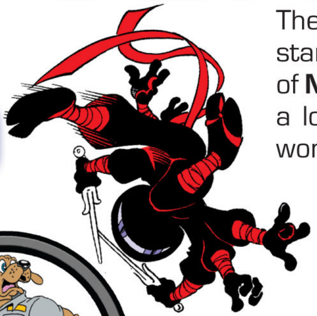
Bark is a walking enigma. No one knows where he comes from, why he sells his strength, or why he tolerates Bean. It doesn't help matters that he seems to be mute, although it could be he's gotten used to not being able to get a word in around Bean. What is known is that he is incredibly strong, possibly rivaling **Mighty the Armadillo** in raw power. His long arms also make him a formidable grappler.

Bean is likewise a mystery, but not because of silence. In fact, just about everything he says is senseless. Manic and rarely lucid, he is easily distracted by shiny objects. Despite this, he does seem to have his moments of clarity and these reveal him to be a shrewd, even cunning character. Bean can create small explosives of limited power from thin air and throws them with surprising accuracy.

Origins for Bean vary wildly. Some say he was the result of a bioweapon / dark magic hybrid by **Drs. Bin** and **Pin** of the **Battle Bird Armada**. Others claim he's a long-lost mutate from the **Forgotten Wars**. Some believe he's an alien life form desperately trying to fit in on **Mobius**. Bean won't confirm anything – indeed, he'd probably offer another zany answer if asked. All that's known for sure is he has some past with the **Babylon Rogues** and Battle Bird Armada. This odd couple sticks together through thick and thin and seem to honestly respect and care about each other... that is, when Bark isn't frustrated with Bean's crazy antics.



the DESTRUCTIX



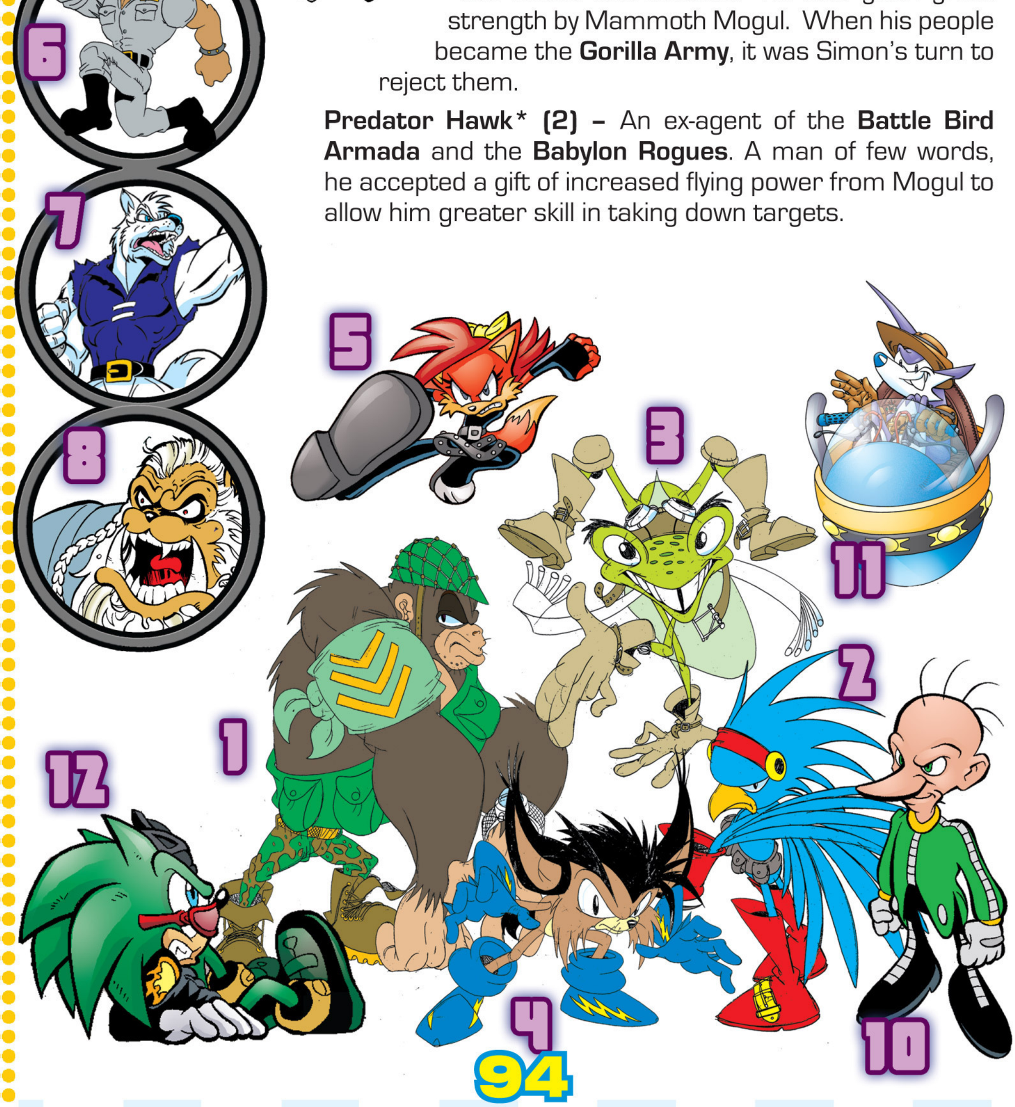
The Destructix are mercenaries for hire. They started as the **Fearsome Foursome** – agents of **Mammoth Mogul**. The roster has changed a lot over the years. They do anyone's dirty work for the right price.

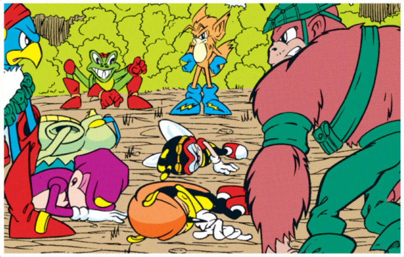
*Founding Fearsome Foursome

**Ex-Member

Sgt. Simian* (1) – Simon was exiled for being too violent and militant. He was given great strength by Mammoth Mogul. When his people became the **Gorilla Army**, it was Simon's turn to reject them.

Predator Hawk* (2) – An ex-agent of the **Battle Bird Armada** and the **Babylon Rogues**. A man of few words, he accepted a gift of increased flying power from Mogul to allow him greater skill in taking down targets.





THE ORIGINAL FEARSOME FOURSOME ATTACK THE CHAOTIX

Flying Frog* (3) – A convict from **Mercia**, Flying is constantly babbling and grinning– usually at nothing readily apparent. He's incredibly swift and has limited gliding ability via his patagium. If he made a deal with Mogul, no one knows – he's never said, and he rarely makes sense.

Lightning Lynx* (4) – An ex-agent of the **Raiju Clan**, he was exiled for professing his love to the clan's **Bride**. He was granted a brief reprieve, then exiled again when he lost a duel of honor against **Sonic**. He's nearly Sonic-like in his speed (thanks to Mogul) and his heightened senses allow him to track even **Espio**.

Fiona Fox (5) – A rogue of all trades, Fiona joined the Destructix after betraying the **Freedom Fighters**. She's taken over as the team leader and does all the deal-making for them.

Sleuth Dawg(6) –** A former member of the **Spy Network** who betrayed his comrades to **Dr. Robotnik**. After a brief stint in jail with the others, he stuck around as their liaison and lead strategist. He gave the position to Fiona, opting to live out of the public eye in these dangerous times.

Drago Wolf (7) –** A traitor to the **Wolf Pack** who helped in a plot to kill **Sally Acorn**. Strong but stupid, he was the team's whipping boy. Eventually Drago had enough and joined the **Dark Egg Legion.**

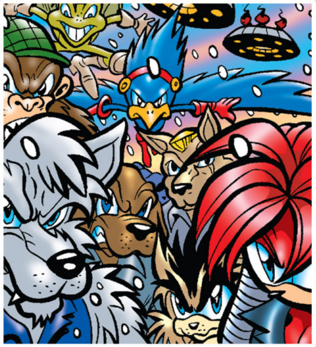
Kodos Lion (8) –** He briefly led the team after their jailbreak, but abandoned them when they were once again arrested.

Uma Arachnis (9) –** She followed Kodos when he led the team, then escaped with him.

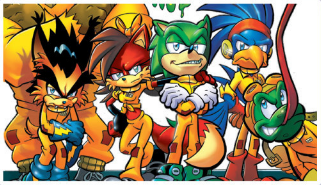
Snively Robotnik (10) –** He was their figurehead leader during the jailbreak and while Kodos was the active leader. He was abducted by Dr. Robotnik, ending his time with the team.

Nack the Weasel (11) –** Nack mostly hung around the team out of circumstance and later left on his own.

Scourge the Hedgehog (12) –** While dating Fiona, he ran with the team before returning to **Moebius** to follow his own plans.



THE DESTRUCTIX JOIN THE BATTLE TO DEFEND MOBIUS FROM THE XORDA



THE DESTRUCTIX IN ZONE JAIL

FIONA FOX

PROFILE STATS:

First Appearance:

As an Auto-Automation: Sonic the Hedgehog #28

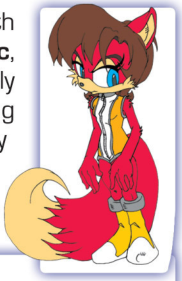
In the flesh: Knuckles the Echidna #26

Abilities –

Well-Rounded – She may not excel at one thing, but she's skilled in many ways:

- Trained field medic.
- Field combatant.
- Seasoned thief and treasure hunter.
- Bright enough to briefly work with the Brain Trust.

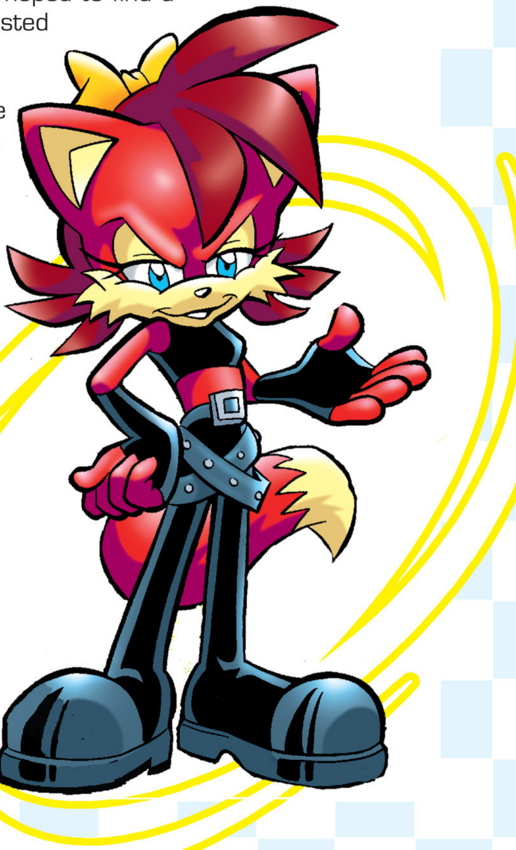
Like many, Fiona Fox is a victim of the **First Robotnik War**. When she was young, she was captured, taken to a slave labor camp and used as the model for the first **Auto Automaton** prototype. She was imprisoned with the young **Mighty** and **Ray**; however, while they escaped with **Sonic**, they were unable to save Fiona. Feeling abandoned, Fiona eventually managed to escape by herself. She fell into rough circles, working small-time within the **Mobian Underworld** and as a mercenary and treasure hunter. She often worked with **Nic the Weasel** and crossed paths with **Rouge the Bat.** Having never found her family, Fiona believed they had also abandoned her to save themselves. For a long time she held a grudge against Sonic and Mighty. Later, though, she decided to try an honest life. She joined the Freedom Fighters as a field medic and an all-purpose member, hoping for a chance to get revenge on **Dr. Robotnik**. She didn't mesh with the close-knit team, and her attitude often clashed with their morals. Despite this, or perhaps because of it, she briefly dated Sonic. **Tails** had run into her Auto Automaton earlier and fallen in love with the robot. Now "reunited" with the true Fiona, he hoped to find a real relationship; however, Fiona was not interested in someone so much younger.



FREEDOM FIGHTER UNIFORM

Fiona met **Scourge the Hedgehog** about the time her past crimes were coming back to haunt her. While the Freedom Fighters began to question her trustworthiness, Scourge offered her an exciting life of no responsibilities. Secretly hanging out with him, she began to falter in her responsibilities as a Freedom Fighter; eventually, she ran off with him, finding the darker lifestyle "fun." She became his queen when he conquered **Moebius**, but when Scourge's plans fell apart, Fiona was forced to flee to save herself.

She was last seen having taken control of the **Destructix** and using them to invade the **No Zone** to rescue Scourge, all in return for doing a mysterious job for **Dr. Finitevus.** With the dark couple reunited on Moebius, anything can happen.



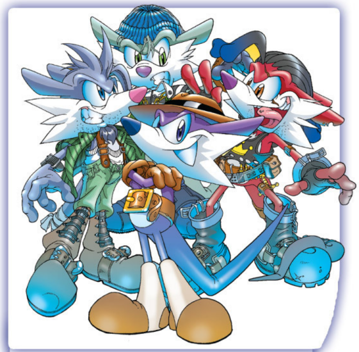
NACK THE WEASEL

PROFILE STATS:

First Appearance:
Sonic Triple Trouble Special

Abilities –
Accuracy: Nack is unparalleled in his marksmanship
Gadgets: Nack has a wide array of weapons, traps and devices, many of which are built into the Marvelous Queen.

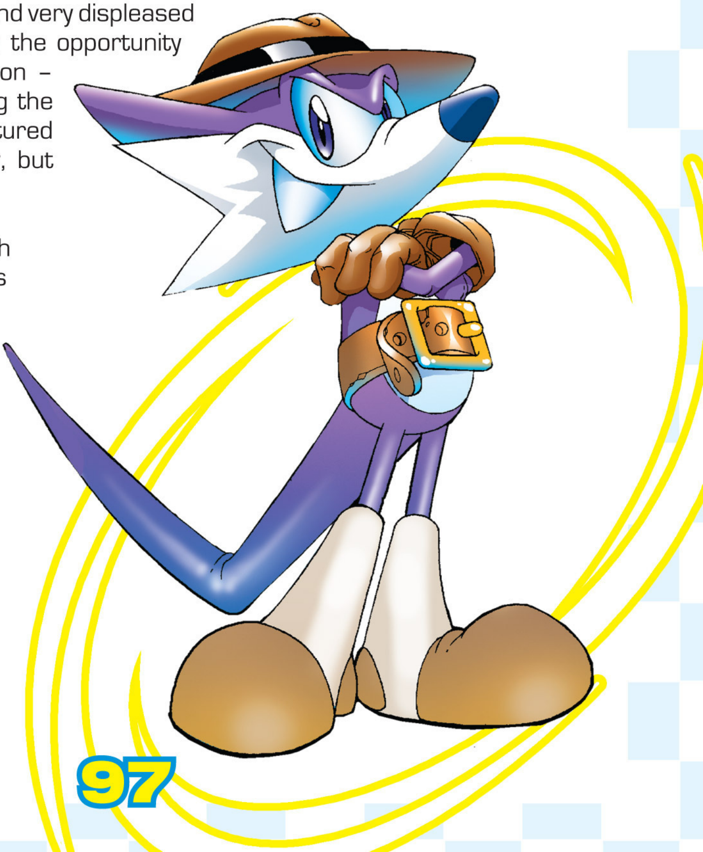
Nack the Weasel, sometimes known as "Fang the Sniper," is a rare wolf-weasel hybrid. He's known for his trademark snaggletooth, his array of weapons, and his versatile hover-bike, the **Marvelous Queen**. Nack is a mercenary of much renown, tracking down both treasure and individuals. He's captured or overcome **Sonic the Hedgehog** four times. Nack usually prefers to work alone for the sake of speed, efficiency and so he doesn't have to share the reward. He has worked with his twin sister, **Nic the Weasel**, on the odd occasion, but his rivalry with her is legendary.



NACK WITH JEFF, KARL AND KONOR

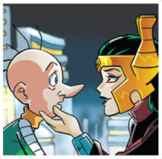
For a brief time he worked with the **Destructix**, but that didn't serve his interests. His most disastrous team-up was with three other weasels named **Jeff**, **Karl** and **Connor**. They plotted to kidnap and ransom **Princess Sally Acorn**, but things fell apart and the lackeys were arrested. Nack was captured later, only to find his gang bulked up and very displeased about being left behind. When the opportunity arose, Nack snuck out of prison – but not before fatally poisoning the gang's food. His last job featured **Bean** and **Bark** in his employ, but ended in disaster.

Nack has a running grudge with both Sonic and Sally. While he's successfully caught Sonic multiple times, extenuating circumstances have made him lose him or the reward. Sally personally gave him both insult and injury. So while he remains professional on most jobs, he especially enjoys the chance to take shots at the **Freedom Fighters**.

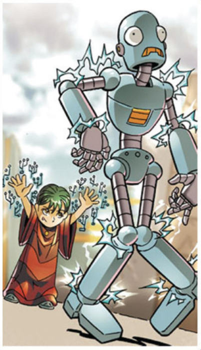


IRON QUEEN & IRON KING

The Iron Queen was born **Regina Ferrum** in the **Overland** capital of **MegaCentral.** She grew up as part of a **technomagic** cult where she learned to control electric impulses and thus machinery. Technomagic was illegal in the Overland, and her entire cult was arrested. Due to her youth, she was let off "easy" with exile. Regina began to wander the world right as the **Great War** exploded around her. Alone and miserable, she vowed her cult's ways would return and conquer **Mobius**. She made her way to the **Dragon Kingdom** where she met the ox warlord **Jun Kun**. With his weapons and ancient machinery, the two teamed up to take over the Dragon Kingdom. But up against the region's **Four Houses** and free people, they faced a litany of defeats until **Dr. Ivo Robotnik** arrived looking to expand his global empire. Regina managed to convince him to sponsor them as his sub-bosses, and the duo became the **Iron King** and Queen.

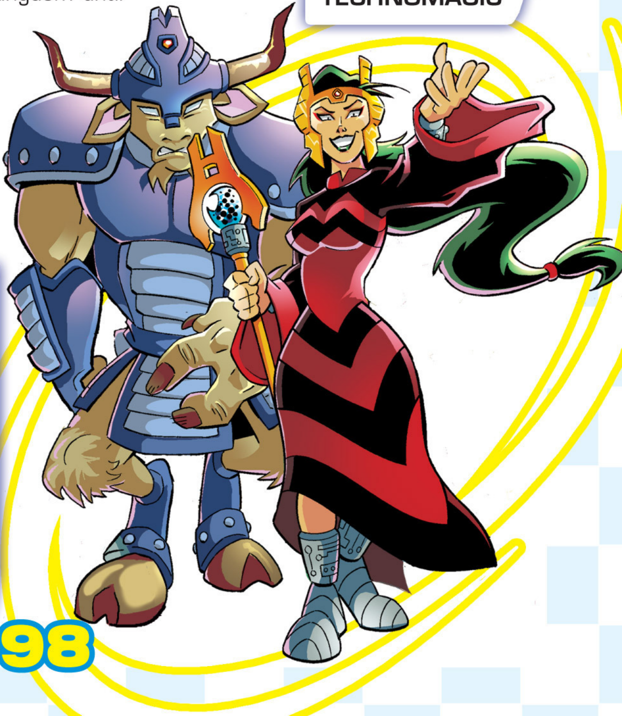


REGINA WITH SNIVELY



YOUNG REGINA LEARNS TO CONTROL HER TECHNOMAGIC

Despite the support from Dr. Robotnik their enemies remained too numerous. A break came when Jun Kun destroyed the **Bride of Rich Nights** and Regina took control of the **Yagyu Clan**. Through trickery, the Iron Queen used the clan to aid and fight the others at the same time. By sowing confusion and fear among the other clans, she was able to force them into swearing fealty to her. Bearing the title of the "Bride of the Four Houses," she set about conquering the remaining free people before answering a summons from her penpal amour, **Snively Robotnik**. The two plotted to usurp the **Eggman Empire**. The Iron King and Queen briefly ruled the empire from **New Megaopolis**, but were ultimately defeated by the **Freedom Fighters** and **Monkey Khan**. Jun Kun was blown to parts unknown by the **Fan** of **Fen Xing**. Regina was imprisoned in the Dragon Kingdom until Snively tried to rescue her. The plan fell apart, but **Dr. Eggman** was so impressed by their love he put them in charge of the **United Federation** chapter of the **Dark Egg Legion**. Now Regina has cyborgs, robots and love at her fingertips – and hasn't yet noticed something's wrong with her "Snively."



PROFILE STATS:

First Appearance:
Sonic the Hedgehog #60

Abilities: Iron King

Super Strength – Iron King is easily within the top five strongest mobians.

Invulnerability – He possesses a mysterious nigh-invulnerability, able to shrug off an incredible amount of damage.

Abilities: Iron Queen

Technomagic – She can control machinery and synthetic constructs. Cyborgs and A.I. programs are also prone to her magic.

FOUR HOUSES

PROFILE STATS:

First Appearance:
Sonic Universe #13-16

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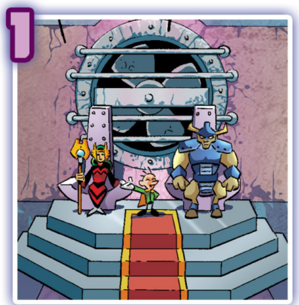


The Four Houses are separate ninja clans that have warred for centuries to control the **Dragon Kingdom**. Each one has their reasons, and none seem to care especially for the free people caught in the crossfire. Each house is presided over by a "Bride" – the leader who is "married" to her clan. For a brief time all the clans swore fealty to the **Bride of Four Houses**, a.k.a. the **Iron Queen**.

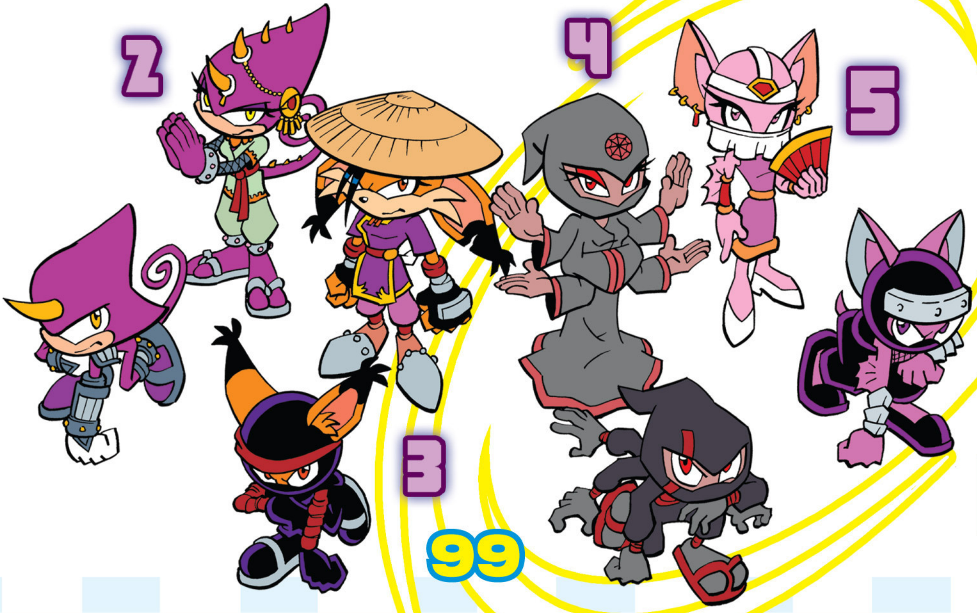
Four Houses (1) – The Bride of Four Houses, the Iron Queen, briefly commanded all four clans. Her hold was broken by treaties put forth by **Monkey Khan**, **King of the Free People**.

Shinobi Clan (2) – Run by the **Bride of Constant Vigil,** these chameleons work to keep evil in check. Because of their low numbers, they work subtly and secretly. Spies are often assigned to keep tabs on potential threats abroad, though the clan focuses on the Dragon Kingdom.

Raiju Clan (3) – Led by the **Bride of the Conquering Storm**, these lynx ninja live for combat and are the most aggressive of the four houses. They believe in power above all else. They recently joined the **Dark Egg Legion**.

Gossamer Clan (4) – Run by the **Bride of the Endless Reach**, these spider ninja follow the enigmatic directions of the **Web of Fate**. Each strand hints at the future, but it may only be read and interpreted by certain members of the clan.

Yagyu Clan (5) – The bat ninja of the **Yagyu Clan** were unorganized assassins and outlaws until unified by the **Bride of Rich Nights** many generations ago. After the death of the most recent Bride, the clan has splintered once again with bands of varying sizes each following a **Lord**..



UMA ARACHNIS & ARACHNE CLAN

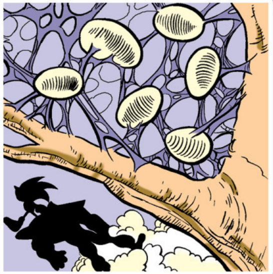
PROFILE STATS:

First Appearances:

Uma Arachnis: Sonic the Hedgehog #53

The Archne Clan: Sonic the Hedgehog #111

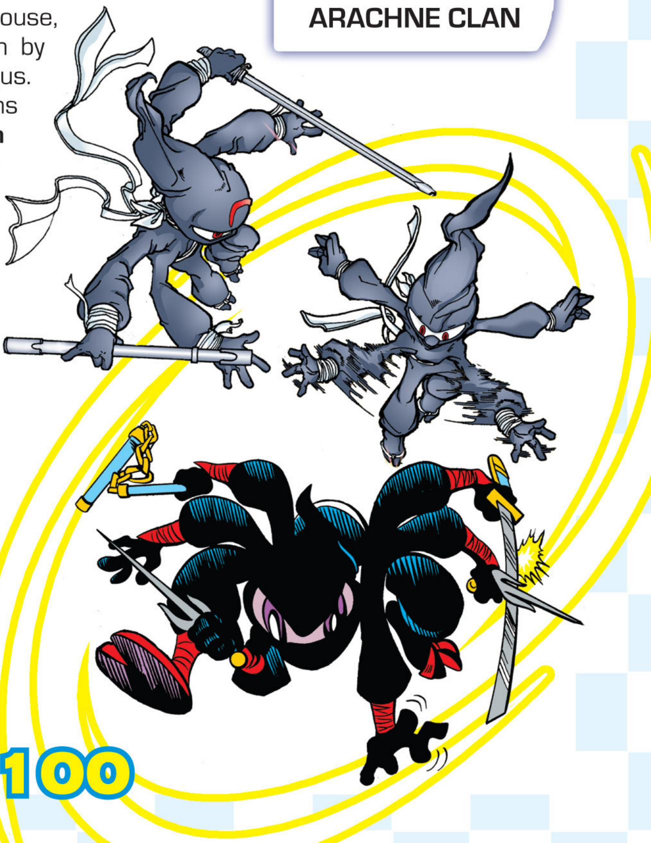
Uma Arachnis was the most celebrated and gifted student of the **Bride of the Endless Reach** in the **Gossamer Clan**. She was quite skilled in reading the **Web of Fate** and was rumored to be the next in line as the clan's Bride. However, Uma foresaw the dire fate of the **Source of All** and dedicated her life to ensure it would not be used for evil. From there, the details of her journey are shrouded in mystery.



UMA LAYS THE HATCHLINGS THAT WILL BECOME THE ARACHNE CLAN

Somehow she entered the **Zone of Silence** was forced into the service of **Ixis Naugus**. There she met **Kodos**, whom she continued to work with after Naugus was defeated. Through him she got the **Sword of Acorns** – one of the remaining manifestations of the Source of All. Unfortunately the two of them hid in the toxic sewers of **Robotropolis**; both were poisoned, with Kodos going mad. Knowing she wouldn't survive to fulfill her mission, Uma laid the eggs of her children before passing on.

Uma's six children were born with an innate sense of her mission – to obtain the Sword and **Crown of Acorns**. Functioning as its own house, the Arachne Clan was also driven by Uma's old allegiance to Ixis Naugus. They pursued the Sword of Acorns viciously until **Princess Sally Acorn** relinquished it to them. They then laid in wait until the opportunity arose to free Ixis Naugus. When **Dr. Ivo "Eggman" Robotnik's Egg Grapes** were prepared to drain the Zone of Silence of its power, they used the breach between zones and the power of the Sword of Acorns to draw their master out. They served him loyally, almost mindlessly, until they were captured and subjected to the Egg Grapes themselves. Like Uma, the Arachne gave their lives for the mission. Thanks to their efforts, the Sword and Crown of Acorns ended up in the hands of **Mammoth Mogul** – setting them up to be destroyed by **Sir Connery** and thus preventing their use by evil.



KODOS

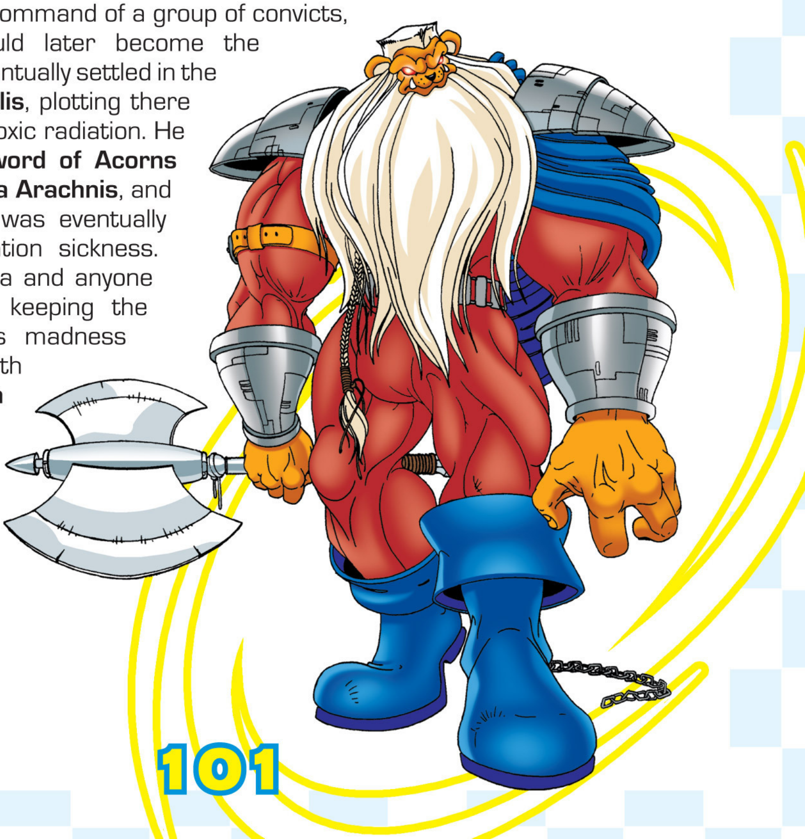
PROFILE STATS:

First Appearance:
Sonic the Hedgehog #43

Abilities:
Warrior – skilled with his massive battle axe, military tactics, and his massive size, Kodos was a force to be reckoned with.

Kodos Lion is said to have been born in **Eifrika**, but that's all most know. He was dissatisfied with his home life and took the first opportunity to travel to **Mobotropolis** and see what opportunities awaited him across the ocean. There he joined the royal military. His skill and cunning saw him quickly rise through the ranks until he was named warlord of all the king's forces. However, his ego drove him to see the military and even the royal family as weak. He began plotting to take the **Kingdom of Acorn** for himself, but before he could act, the **Overland** began pushing the kingdom's borders. Kodos conspired with the royal wizard of the time, **Ixis Naugus,** to rob **King Maximillian Acorn** of wiser council and actively ensured tensions reached a breaking point. He was overjoyed when war was declared in 3220. However, the Overlanders proved to be too strong. Soon their forces had marched on the capital and the citizens had gone into hiding. Kodos won back the castle, but the war was being lost. Then an Overlander defector, **Julian Kintobor**, came to them. Kodos despised Overlanders, but the cunning and ruthlessness of Julian appealed to him. He taught him all he knew as a warlord and then showed him his plans for taking over the kingdom after the war. Kodos's moment of trust was poorly chosen – Julian turned on him and tossed him into the **Zone of Silence**.

Within the zone, Kodos faced monsters and other exiles. He was reunited with **Ixis Naugus**, who offered him protection from the effects of the zone in return for fealty. Kodos agreed only to save himself. Later, Kodos returned to the **Prime Zone** and came into command of a group of convicts, most of whom would later become the **Destructix**. Kodos eventually settled in the sewers of **Robotropolis**, plotting there while unaware of its toxic radiation. He tried to steal the **Sword of Acorns** with his comrade **Uma Arachnis**, and while successful, he was eventually driven mad by radiation sickness. He lashed out at Uma and anyone else, obsessed with keeping the sword. Eventually his madness led him into conflict with **Princess Sally Acorn** at the edge of a deep ravine. The Sword of Acorns channeled its power through Sally to protect the royal bloodline, and Kodos was struck with a wave of magic energy. He was sent toppling to his doom.



BATTLE BIRD ARMADA

The Battle Bird Armada stems from an ancient culture often referred to as the "Babylonians." While half of these ancient people embraced travel and independence, the other half adopted a strict militaristic lifestyle under the family of the **Battlekukku**. Looking to unify their people, the Battle Bird Armada joined the **Eggman Empire** for support. Essentially a chapter within the greater **Dark Egg Legion**, the soldiers of the Armada enjoy advanced technology (such as anti-gravity/flight units in their armor) and weaponry. The Armada succeeded in locating and raising the lost floating city of **Babylon** with the aid of the **Babylon Rogues**, severely damaging **New Mobotropolis** in the process. However, thanks to Sonic and the Babylon Rogues, the city and the Armada's **Battle Fortress** were crashed in the mountains.

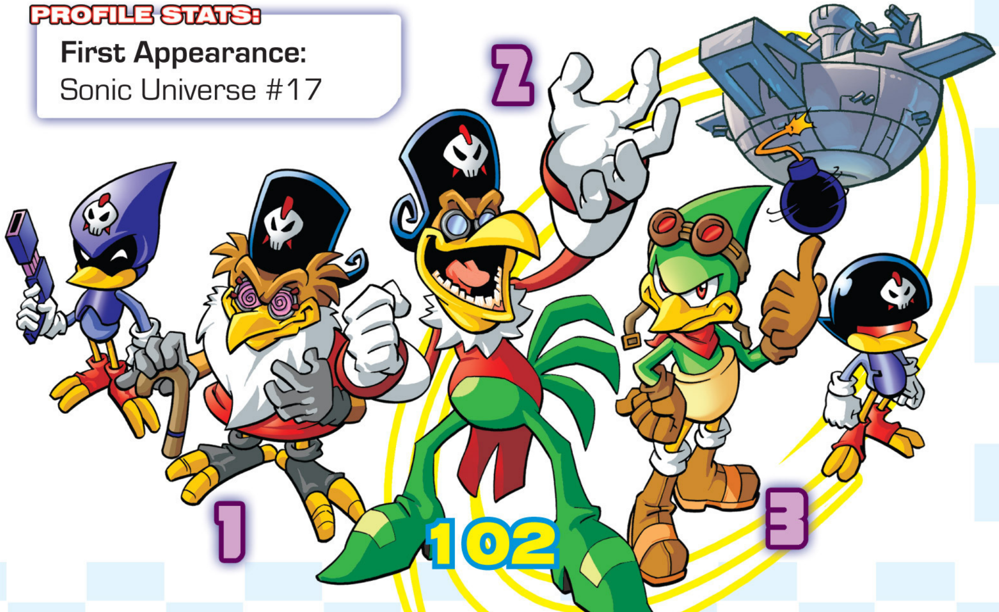
Dr. Fukurokov (1) – An old owl who manages to be a competent inventor and advisor despite his apparent scatterbrainedness. His loyalty to the Armada comes second only to his own creations.

Battlekukku XV a.k.a. The Battle Lord (2) –The current top commander of the Armada. He sees his service to **Dr. Eggman** as temporary and plans on conquering **Mobius** once he's rounded up all the "wayward members" of his kind. He seems to posses mysterious powers, some similar to **Bean the Dynamite Duck**.

Battlekukku XVI a.k.a. Speedy (3) – Speedy is everything his father was in his younger days: fast, powerful and arrogant. Unlike his father, Speedy will show respect to those capable of keeping up with him. He has a deeply personal grudge against **Jet the Hawk** after being snubbed years ago. Despite his loyalty to his father, he does question his "wisdom" from time to time.

PROFILE STATS:

First Appearance:
Sonic Universe #17



BABYLON ROGUES

PROFILE STATS:

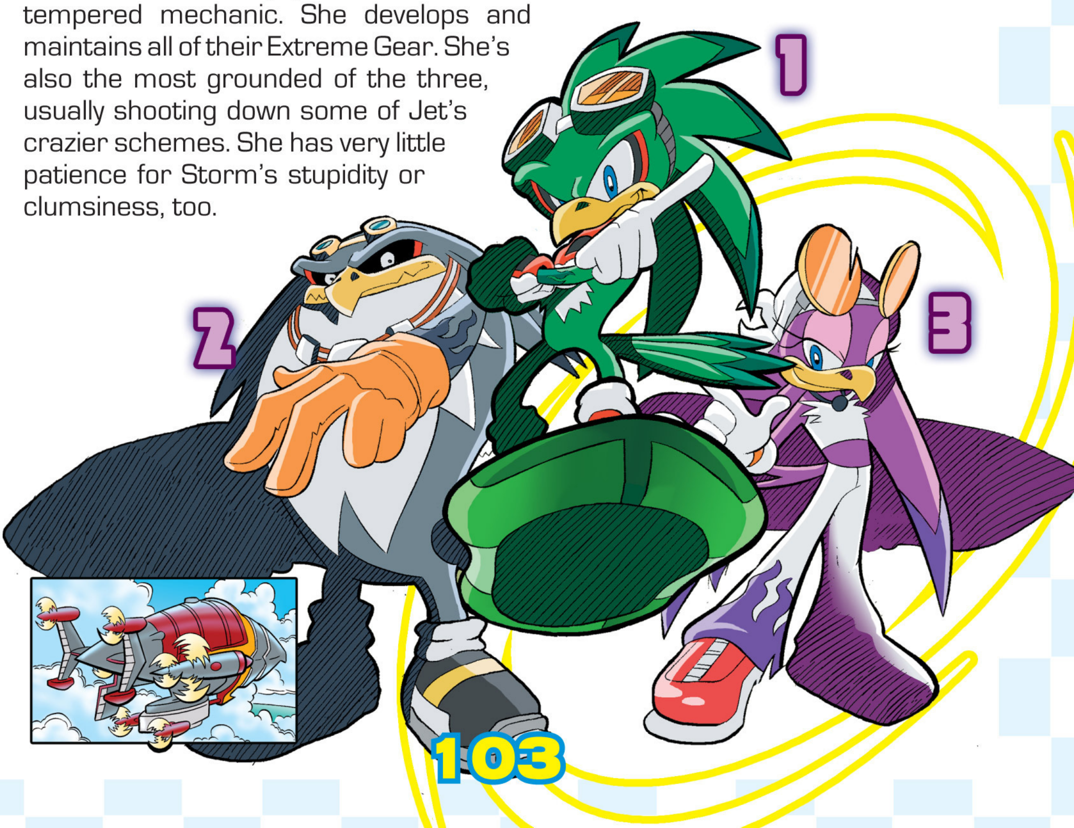
First Appearance:
Sonic the Hedgehog #163

The **Babylon Rogues** generally refers to a loose-knit community of deserters from the **Battle Bird Armada**. They travel the world doing whatever they please; more often than not searching out clues to their mysterious ancestry. The trio of Jet the Hawk, Storm the Albatross and Wave the Swallow have become the most famous deserters of the Armada, and took the name "Babylon Rouges" for themselves. These Babylon Rogues travel the world in a speedy dirigible that offers them housing, a small workshop, and carries them greater distances than their **Extreme Gear** could manage. Each of them has a personalized Extreme Gear – or hoverboards – that allow them to travel quickly and flashily over all terrain.

Jet the Hawk (1) –The speedy, loud-mouthed leader of the Rogues. He dreams of riches and of unearthing the secrets of his people – hopefully both at once. Known as the "Legendary Wind Rider," he's hopelessly arrogant. He also harbors a personal vendetta against the Armada beyond the age-old schism between factions.

Storm the Albatross (2) – The muscle of the team, and definitely not the brains. He follows all of Jet's orders happily and eagerly and rarely thinks for himself. He's often frustrated by Wave's fragile equipment and use of big words.

Wave the Swallow (3) – The team's short-tempered mechanic. She develops and maintains all of their Extreme Gear. She's also the most grounded of the three, usually shooting down some of Jet's crazier schemes. She has very little patience for Storm's stupidity or clumsiness, too.



THRASH
THE DEVIL

PROFILE STATS:

First Appearance:
Sonic Universe #11

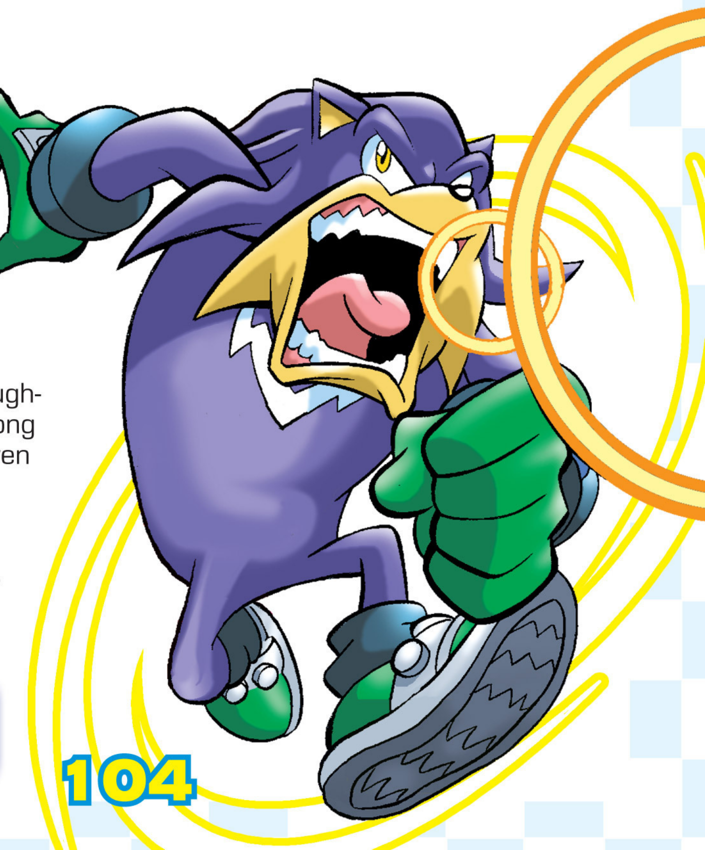
Abilities:
Super Strength – he's quite the bruiser, able to keep up with Knuckles
Sonic Scream – he can shriek of concussive force

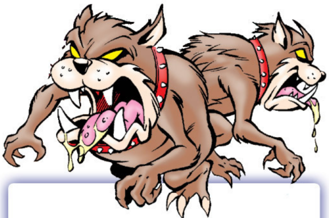
Hundreds of years ago, the super-advanced **Echidnas of Albion** waged the **Forgotten Wars** against the **Order of Ixis**. Albion founded a research colony on **Downunda** to find new methods of defeating the villainous wizards, but instead the researchers committed acts of evil themselves. The **Tasmanians**, the most advanced society on the continent at the time, were used as test subjects in genetic experiments. Instead of **Mobian** children, they began producing savage **Tasmanian Devil Dogs** – **Mobinis** who made excellent guards or beasts of burden.

For these unethical acts, the colony was disbanded and those involved punished severely, but the damage was done. Generation after generation of Tasmanians produced less Mobians to carry on their line and more Devil Dogs until their society was forgotten and the brutes were thought to be the norm. Each generation told the story of how the Echidnas were to blame.

Thrash is perhaps the last fully Mobian Tasmanian alive. He travels **Mobius** with his two "sisters" – Devil Dogs from his litter. Thrash's single goal is to track down the long-hidden Echidna civilization and give it a taste of the devastation it brought upon his people.

Thrash is incredibly strong, rivaling even **Knuckles** in raw power. He's fast, agile, and has grown up as an expert survivalist. When his skills fail him, he can fall back on a powerful sonic-scream that's enough to knock someone off their feet. Thrash is a rough-but-fair man with a strong sense of justice, but an even stronger sense of revenge.



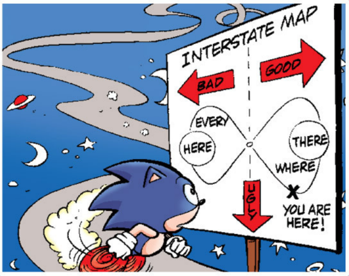


PRIMITIVE TASMANIAN DEVIL DOGS

COSMIC INTERSTATE

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #11



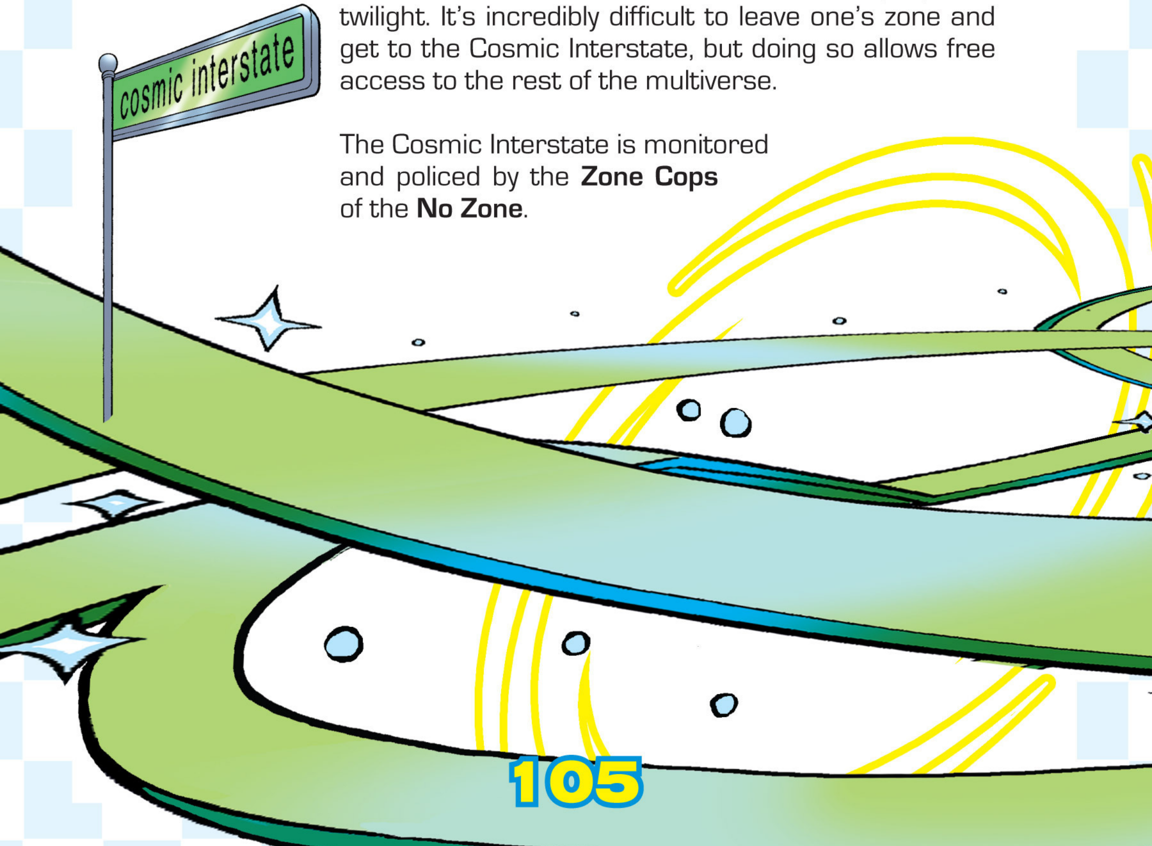
SONIC TRIES TO NAVIGATE THE COSMIC INTERSTATE FOR THE FIRST TIME

To understand the Cosmic Interstate, one first has to understand the multiverse – the grand array of alternate realities. The **Mobius** and **Sonic the Hedgehog** we're most familiar with are of the **Prime Zone**. The Prime Zone is the core of the multiverse; all alternate realities are variations upon this zone.

"Zone" itself usually refers to an alternate reality – an entire dimension. It can also refer to smaller "pocket dimensions" like the **Special Zone**. It has also sometimes been used to describe regions on Mobius, but that terminology is falling out of use.

The Cosmic Interstate, sometimes called the **Interdimensional Highway,** is a network of roads that connect all the zones of the multiverse. Its white, featureless roads twist and wind around each other in a perpetual twilight. It's incredibly difficult to leave one's zone and get to the Cosmic Interstate, but doing so allows free access to the rest of the multiverse.

The Cosmic Interstate is monitored and policed by the **Zone Cops** of the **No Zone**.

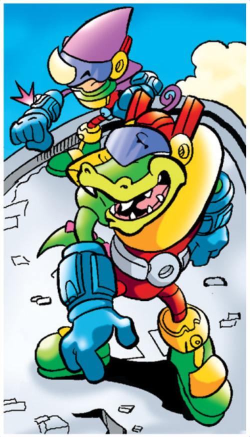


ZONIC & THE ZONE COPS

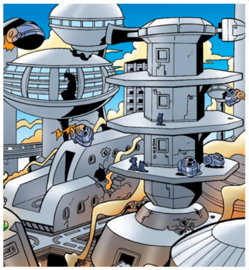
PROFILE STATS:

First Appearance:
Sonic Super Special #8

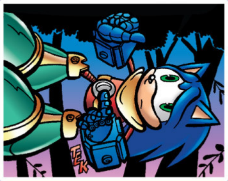
Zonic is a Zone Cop, a member of the massive Zone Cops Corps that monitors and polices the **Cosmic Interstate** and the multiverse in general. He is an alternate version of **Sonic the Hedgehog**, and while he's just as dashing and daring, he is much more serious about his duties and committed to rules and regulations.. Zonic and his fellow Zone Cops come from the **No Zone**, also called the **Perpendicular Zone**. This zone is unique in that it intersects all the other zones of the multiverse; because of this peculiar arrangement, those from the No Zone appear to stand horizontally when in other zones. Likewise, any visitors to the No Zone find themselves sideways unless given special equipment to keep them upright. Zonic and the Zone Cops are all equipped with advanced technology that allows them to easily enter and exit other zones. Their suits have limited flight capabilities, allowing them to navigate other zones while sideways. They also have small gauntlet-mounted blasters in the event diplomacy fails when tracking a perpetrator. Policing the entire multiverse is a big job, so everyone of the No Zone contributes to the cause. Oddly enough, all their names begin with "Z" (yes, that means **Knuckles'** counterpart is named "Znuckles"). Up until recently, all the Zone Cops had to worry about was the occasional criminal crossing zones to cause trouble. However, now the entire zone is in a pitched battle with the evil **Dr. Eggman Nega**. Due to the severity of the fighting, most of the Cosmic Interstate has been locked down, preventing almost all interdimensional travel.



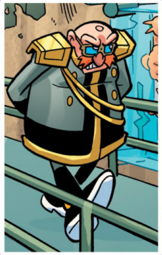
ZONE COPS PATROL THE COSMIC INTERSTATE



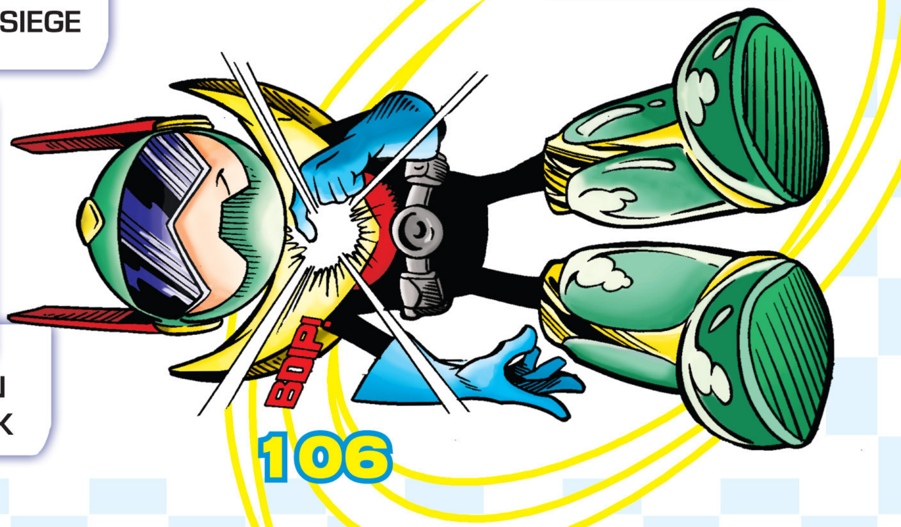
THE NO ZONE UNDER SIEGE



ZONIC UNMASKED



WARDEN ZOBOTNIK



SILVER
THE HEDGEHOG

Silver the Hedgehog comes from two hundred years into **Mobius Prime's** future. The future is in perpetual turmoil. Each time Silver travels back in time to solve one issue, another arises and he has to find the new cause of terror. Silver is eager to be a hero, but his tenacity gets the better of him. Sometimes naïve to a fault, his heart is in the right place, but he has a lot to learn.

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #194

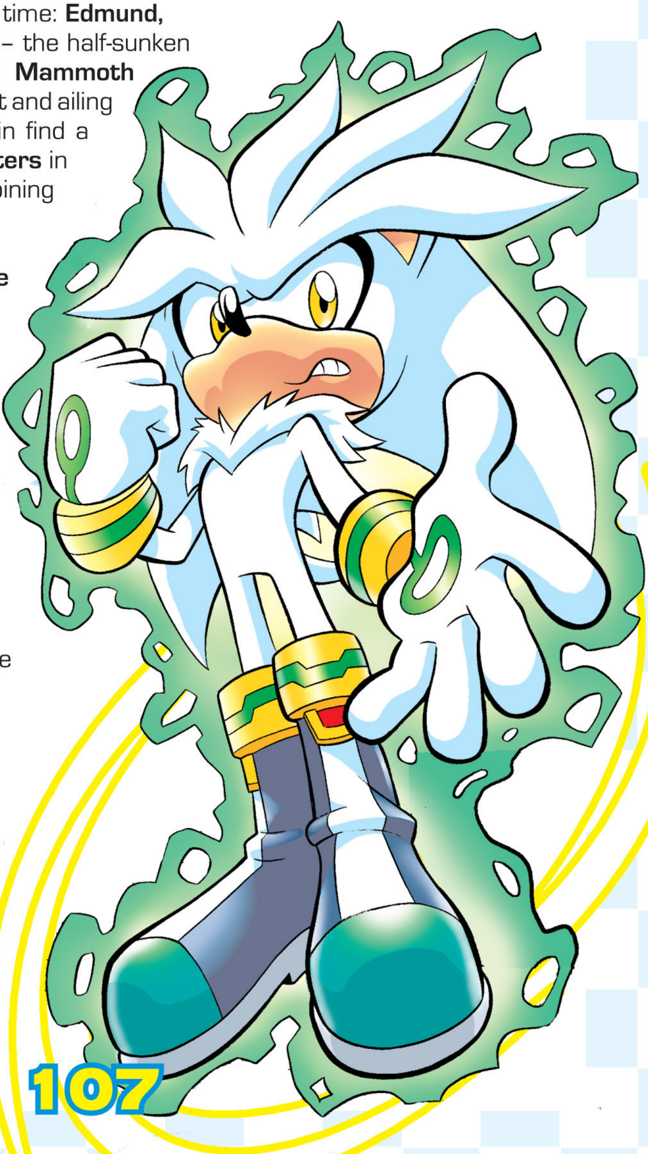
Abilities:
ESP – Extra-sensory perception allows him limited telepathy, but only enough to cause limited vertigo or a headache.

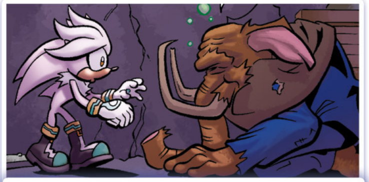
Telekinesis – Silver can lift objects many times his size and weight and manipulate them with precision – all with his mind. He can also fly for a limited time, catch projectiles and laser-fire, and short-circuit machinery.

Silver has very few contacts in his time: **Edmund,** the **Last Guardian of Onyx Island** – the half-sunken remains of **Angel Island** – and **Mammoth Mogul.** He was raised by the ancient and ailing Mogul who set him on his quest in find a "traitor" among the **Freedom Fighters** in the past. This quest led to Silver joining the **Secret Freedom Fighters**.

Silver uses the **Orange Time Stone** to travel through time. Due to his constant time-travel, he has become "decoupled" from time. This means that every time he returns home he remains unaltered by the events he changed and must re-learn the history of Mobius each time. This leads to a lot of his confusion.

If he tires himself out overusing his psychic powers, he can recharge by absorbing power rings.





SILVER WITH HIS MENTOR, MAMMOTH MOGUL

BLAZE THE CAT & HER WORLD

Blaze the Cat is both a princess and the **Guardian** of the seven **Sol Emeralds** and **Jeweled Scepter**. Due to her connection with the Sol Emeralds, she is both blessed and cursed with pyrokinetic powers. The dangerous nature of her powers has isolated her, giving her a somewhat cold demeanor. While often grimly serious, her adventures with **Sonic the Hedgehog** has softened her somewhat (but not lessened her fear of heights). Blaze sometimes travels with **Marine the Raccoon**, a vivacious girl with a talent in building sea craft and dreams of being a captain.

Marine lives and works on **Seagull Island** with the **Coconut Crew**, a youth group of koalas. While Marine can wear on Blaze's nerves, the princess does have a fondness for her. Much of Blaze's world is ocean with hundreds of islands peppering the surface. Some of the larger islands are built up with modern technology and architecture while most of the smaller islands remain lush, pristine environments. An important local resource is generally called "material" – minerals of varying colors and consistencies that prove to be incredibly versatile in building any number of devices. While mostly peaceful, the world is plagued by the pirate **Captain Whisker** and his robot crew. He is accompanied by his tiny minions **Min** and **Mum**, while the arrogant **Johnny** serves as a speedy, powerful protector. Whether Captain Whisker is a native to Blaze's world or a creation of either **Dr. Robotnik** or **Dr. Eggman Nega** is unknown.

PROFILE STATS:

First Appearances:

Blaze the Cat: Sonic the Hedgehog #160
Marine the Raccoon: Sonic the Hedgehog #180
Cpt. Whisker: Sonic the Hedgehog #180
Johnny: Sonic the Hedgehog #180

Abilities: Blaze (1)

Pyrokinesis – She can summon and control fire. She can throw fireballs, raise pillars of flame, or hover briefly as if there were rockets in her feet.

Super Speed – She has speed comparable to Sonic. Coupled with her pyrokinesis, she becomes a blazing comet.

Burning Blaze – When she as all seven Sol Emeralds, Blazes transforms into her super form. Able to fly and produce even more fiery attacks, she becomes faster and invulnerable.

Abilities: Marine (2)

Mechanic – While she isn't at Tails' level, she's still remarkably skilled for such a young girl.

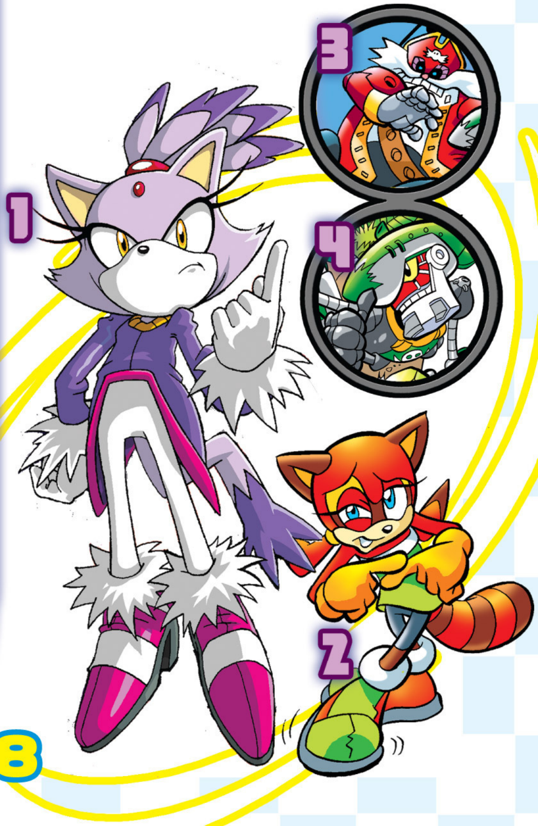
Accent – She jabbers in what we would recognize as a bad Australian accent.

Abilities: Captain Whiskers (3)

Hardy Chassis – His body in incredibly durable and heavy – like a living wrecking ball.

Abilities: Johnny (4)

Super Speed – Whether on a jet ski, running or flying, Johnny is able to keep up with Sonic.



DR. EGGMAN NEGA

PROFILE STATS:

First Appearances:

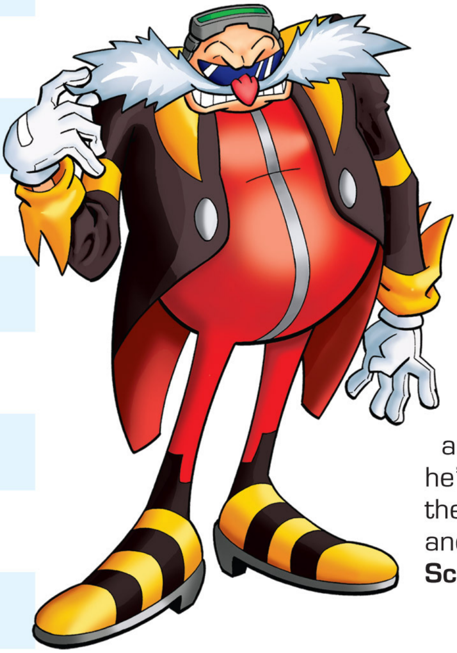
Dr. Eggman Nega (in shadowed flashback): Sonic Universe #1

Sol Emeralds: Sonic Universe #1

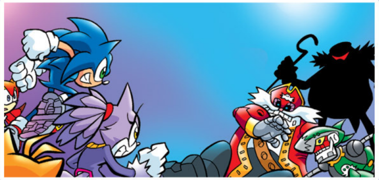
Jeweled Scepter: Sonic Who's Who Encyclopedia

Abilities:

Genius – It appears he's on par with Dr. Robotnik. Given his success against the Zone Cops and with interdimensional travel, he might even be smarter.



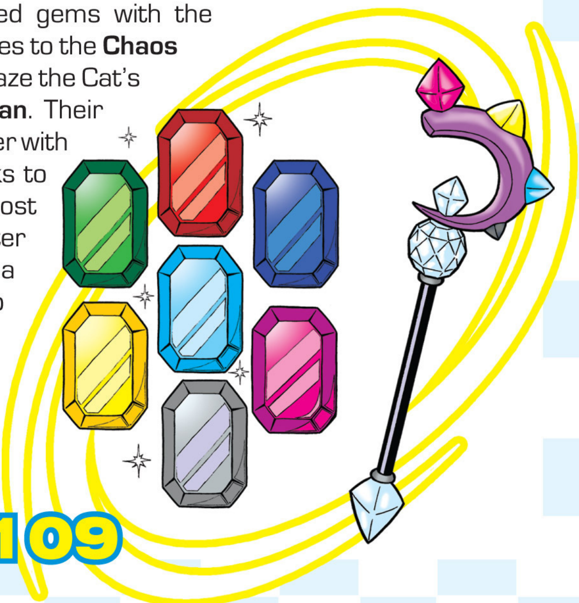
Not much is known about the villainous Dr. Eggman Nega. Some accounts say he comes from **Blaze's** world. Others say he's from **Silver's** time. He is eloquent and sophisticated, but also frighteningly ruthless. He is currently single-handedly waging war with the **Zone Cop Corps** of the **No Zone**, and the rumor is he's out to secure the **Sol Emeralds** and the **Jeweled Scepter**.



SONIC, BLAZE AND MARINE TAKE ON DR. EGGMAN NEGA AND HIS FORCES

SOL EMERALDS & JEWELED SCEPTER

The Sol Emeralds are square-shaped gems with the same colors and very similar properties to the **Chaos Emeralds**. They exist exclusively on Blaze the Cat's homeworld, and she is their **Guardian**. Their power has both blessed and cursed her with incredible pyrokinetic powers. Thanks to Dr. Nega's conquest, many remain lost in the multiverse. The Jeweled Scepter is an ornate device that resembles a shepard's hook. Usually resting deep in the core of Blaze's homeworld, it serves as the anchor and stabilizing link between Blaze's world and **Mobius**. Why this strange device links the two worlds, how, and why it is buried on Blaze's world are all unknown.



SCOURGE THE HEDGEHOG

Scourge the Hedgehog started out as an alternate **Sonic the Hedgehog** on the dark reverse world of **Moebius**. Instead of the **Great War**, they had the **Great Peace**. Instead of his father being a heroic, low-ranking soldier he was a weasely but important diplomat with little time for his son. Scourge was part of the **Anti-Freedom Fighters**: thugs who overthrew **King Acorn** and brought chaos throughout the kingdom. When they became bored of wrecking their own world, they traveled to **Mobius** to cause trouble. In those days Scourge was called "**Evil Sonic**" or "**Anti-Sonic (1)**," and was more of a nuisance than a threat.

PROFILE STATS:

First Appearances:
As Evil Sonic: Sonic the Hedgehog #11
As Scourge: Sonic the Hedgehog #160

Abilities: Super Speed – Scourge can easily keep pace with Sonic.

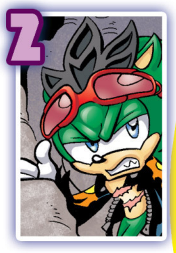
Spin Dash – Scourge curls into a destructive ball or disk, able to home-in on targets and cause massive damage.

Super Scourge – If he has seven Chaos Emeralds (or equivalent power), Scourge transforms into a dark version of Super Sonic. Invulnerable, exponentially faster and able to fly, he is a terrible force to be reckoned with.

He briefly switched places with Sonic and began hitting on all the girls of **Knothole** while maintaining the ruse with **Patch**, the **Evil Antoine** who had lived as the original for months. When Sonic returned from Moebius, Evil Sonic ended up escaping with **Rouge the Bat**. Together they plotted to steal the **Master Emerald**, but they were stopped by **Guardian Locke**. Evil Sonic attempted to go "super" off the Master Emerald but was interrupted mid-transformation by Locke. The incident changed the hedgehog drastically; bearing green fur and twin scars, he renamed himself Scourge. This also led to a shift in mentality, which proved attractive to **Fiona Fox**, one of the girls he had wooed while pretending to be Sonic. The two eventually went to Moebius to take it over. As **King Scourge (2)**, he forced massive overhauls on his planet before leading an invasion of Mobius. While he and his **Suppression Squad** held **Freedom HQ** for a few days, he was eventually defeated by Sonic and arrested by the **Zone Cops**. After a brief stint under the watchful eye of **Warden Zobotnik**, Scourge was sprung by Fiona and the **Destructix**, returning to Moebius.

Scourge is obsessed with proving himself as more than just a clone of Sonic, as well as superior to everyone else – everywhere. Given his power and lack of inhibition, this makes him incredibly dangerous.

2



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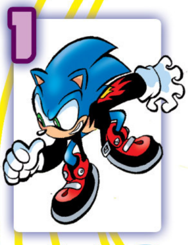
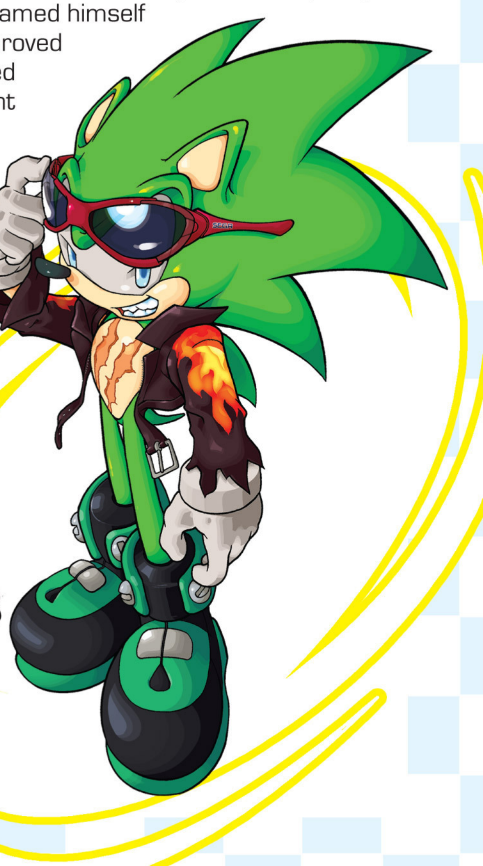




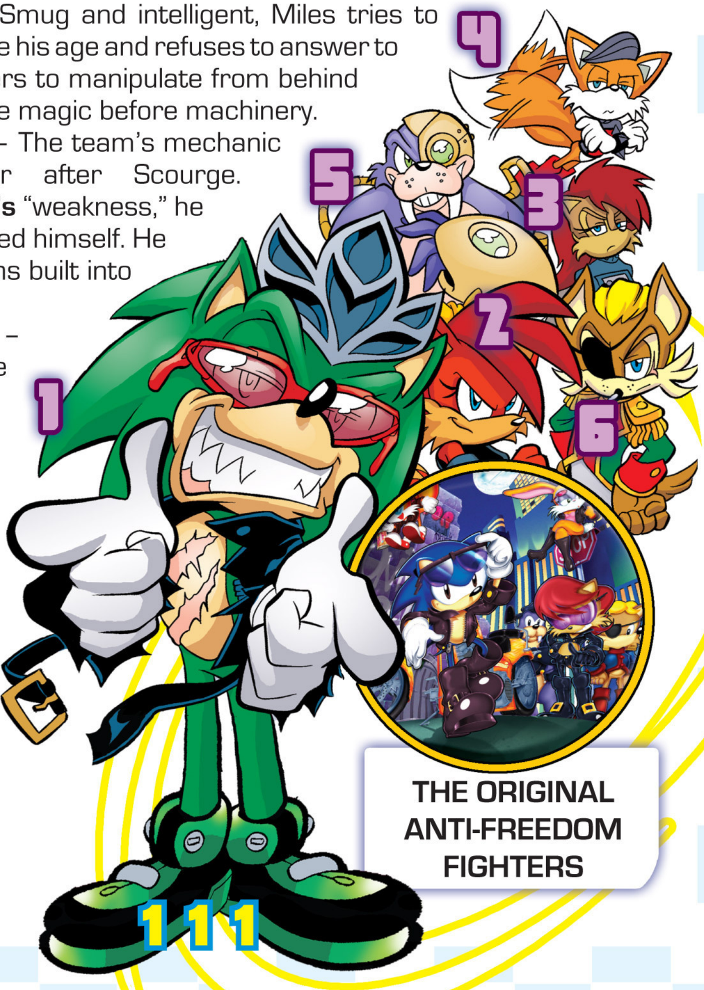
SUPPRESSION SQUAD

PROFILE STATS:

First Appearances:
As Anti-Freedom Fighters: Sonic the Hedgehog #24
As Suppression Squad: Sonic the Hedgehog #189

Originally just known as the **Anti-Freedom Fighters**, this group of thugs delighted in breaking the law and causing trouble for their virtuous counterparts on **Mobius Prime.** However, after being whipped into shape by **Scourge the Hedgehog**, the Suppression Squad became a force to be reckoned with.

Scourge the Hedgehog (1) – Their on-again, off-again leader. He's valued for his power, but the team hates his guts.
Fiona Fox (2) – Actually from Mobius Prime, she only held a ranking position because she was dating Scourge.
Princess Alicia Acorn (3) – Cold and unfeeling towards her comrades, she'll flirt with the man she sees as the most powerful to ensure she has someone close by to do her bidding – or to use as a shield. Her weapon of choice is a whip.
Miles Prower (4) – Smug and intelligent, Miles tries to appear mature despite his age and refuses to answer to "Tails." He often prefers to manipulate from behind the scenes, and to use magic before machinery.
Boomer Walrus (5) – The team's mechanic and heaviest hitter after Scourge. Disgusted with **Rotor's** "weakness," he cybernetically enhanced himself. He now has sonic cannons built into his arms.
Patch D'Coolette (6) – A back-stabbing rogue who managed to replace **Antoine** for months and did everything he could to ruin his life. Patch used to wear his eye-patch just for show until Scourge gave him a real reason to wear it. He's a viciously effective swordsman and often uses poison against his enemies.

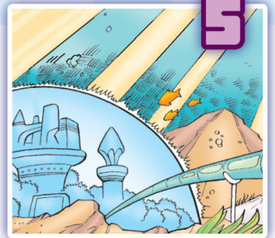


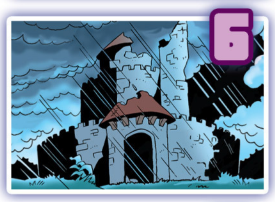
THE ORIGINAL ANTI-FREEDOM FIGHTERS

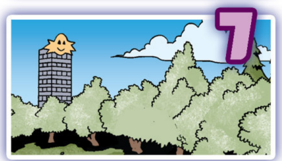
MOEBIUS

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #11



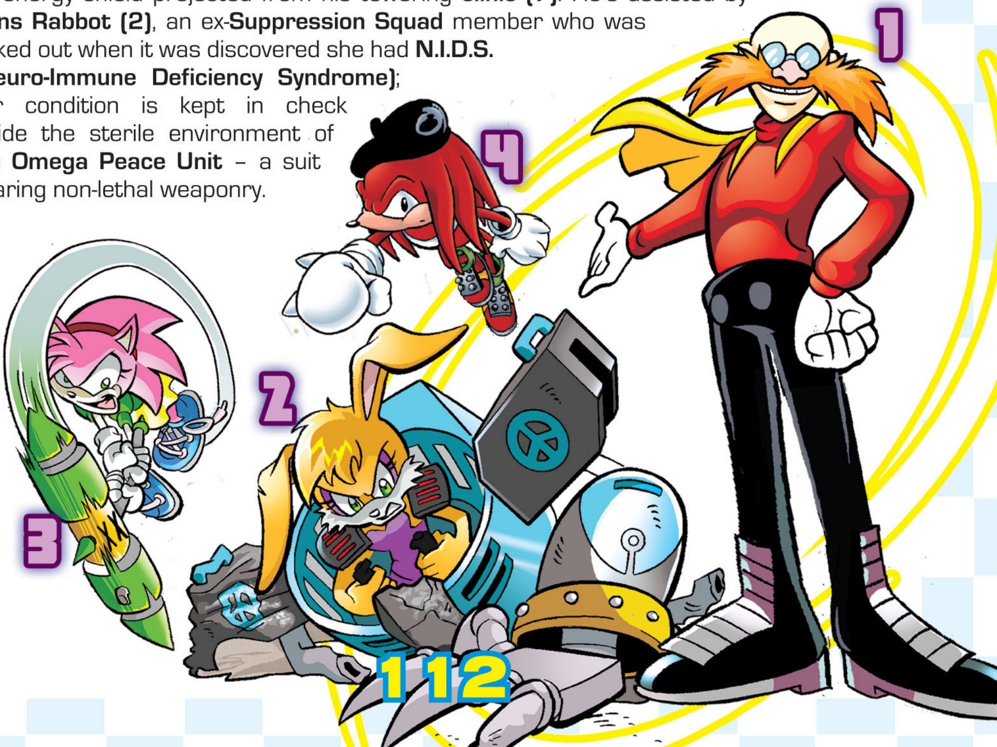




An alternate zone also known as **Anti-Mobius**, Moebius is a dark, twisted version of **Mobius Prime**. Instead of having a few powerful villains, the world is overrun with selfish, terrible people. Instead of being protected by many heroes, Moebius is barely protected by a few. Where there is bravery on Mobius Prime there is cowardice on Moebius, and so on. In this world there are hundreds of green gems called **Anarchy Beryl**. Like **Chaos Emeralds**, they have incredible magical properties, but their energies are negative and corrosive. A super-state (like **Super Sonic**) would wear out the user despite granting unlimited power. Power rings on Moebius are much rarer and the gifts they bestow often come with a twisted side-effect, as seen in the insane **Rosy the Rascal (3)**. During its **Great Peace**, Moebius culturally stagnated. Only when an early version of the Suppression Squad began causing trouble did things change, although not for the better.

Instead of the flying **Angel Island**, Moebius features the sunken **Demon Island** protected by **Overseer O'Nux (4)** and his **Orderix** enforcers. Its city **Atlantinopolis (5)** has a protective energy dome powered by six small pieces of Anarchy Beryl as opposed to **Master Emerald**.

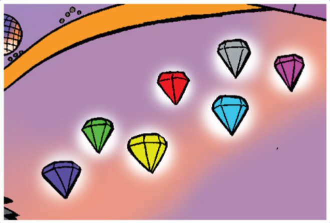
The world suffered a shift in identity when Scourge the Hedgehog used the full extent of his power to conquer it. Bent on making his homeworld more than just a copy of Mobius, he invaded **Castle Acorn (6)** and forced the people to change their names and rebuild their identities. There is some hope. Kindly veterinarian and genius inventor **Dr. Ivo Kintobor (1)** keeps the **Grand Forest** protected from the pollution and chaos with an energy shield projected from his towering **clinic (7)**. He's assisted by **Buns Rabbot (2)**, an ex-**Suppression Squad** member who was kicked out when it was discovered she had **N.I.D.S. (Neuro-Immune Deficiency Syndrome)**; her condition is kept in check inside the sterile environment of the **Omega Peace Unit** – a suit bearing non-lethal weaponry.



SPECIAL ZONE

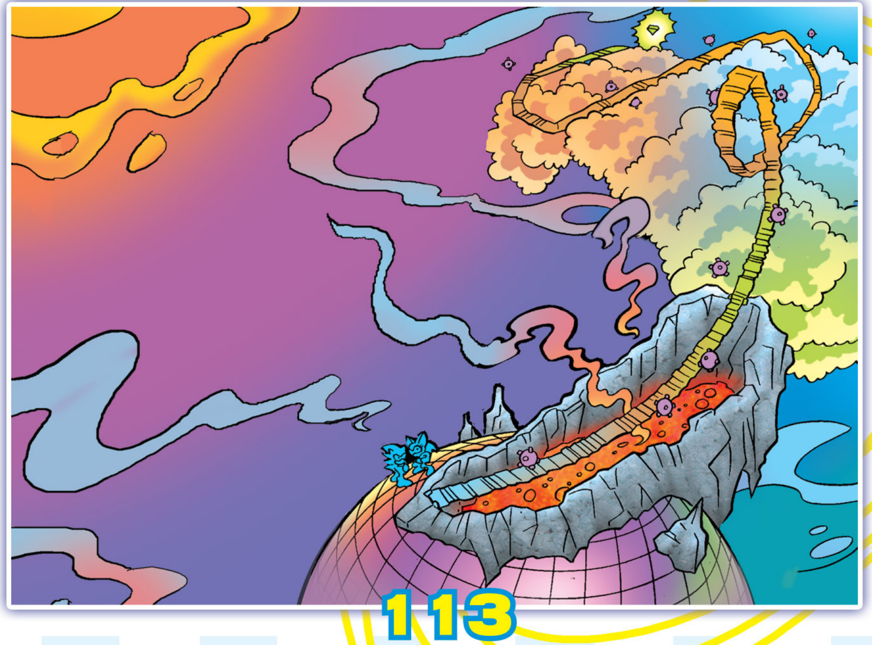
PROFILE STATS:

First Appearance:
Sonic the Hedgehog #170



THE 7 CHAOS EMERALDS RESIDE IN THE SPECIAL ZONE

The Special Zone is a **pocket dimension** related to **Mobius** and the **Prime Zone**. It is ruled by the godlike **Feist**, who changes the psychedelic world to his whim. It is now the resting place for the seven **Chaos Emeralds**; originally, however, it was two separate zones. The more famous of the two was the **Zone of Silence**, a realm of perpetual twilight discovered and crafted by **Ixis Naugus**. At first only a bubble of space-time, the evil wizard expanded and reworked it to suit his needs. It had barren, floating chunks of land and was populated by groveling, barely-sentient monsters. The properties of the zone eventually caused deafness and madness, forcing anyone trapped within to subject themselves to Naugus's **crystalline magic** for protection. The other half of the zone came from another pocket dimension known as the **Void**. It was similar to the Zone of Silence in many ways but was far more stable and easier to both enter and leave. It was combined with the Zone of Silence by Ixis Naugus to increase overall stability. **Dr. Ivo "Eggman" Robotnik** sought to harness the power of this new, improved Zone of Silence through his **Egg Grapes**. However, thanks to the efforts of **Anonymous**, most of his Egg Grapes were lost to the zone itself. Not long after, as Anonymous's plans came to fruition, **Turbo Tails** and **Super Shadow** used their combined talents to seal the hundreds of gathered Chaos Emeralds inside the zone. The surge in power was snatched up by Feist; he revamped the zone and condensed the Emeralds to seven. Everything within the zone was wiped clean and recreated anew, resulting in the **Special Zone** now under his rule.



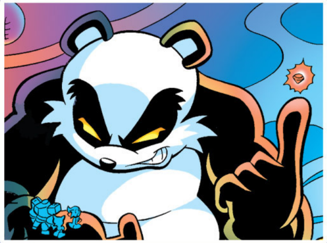
FEIST

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #43

Abilities: God Mode – Feist seems to be able to do anything in the Special Zone, primarily the creation of worlds and obstacle courses from thin air.

Very little is known about the creature called Feist. Appearing panda-like, this massive being lived within in the **Zone of Silence.** Whether he was a native or had been put there by someone is unknown. While incredibly powerful, even he had to bow to the might of **Ixis Naugus.**

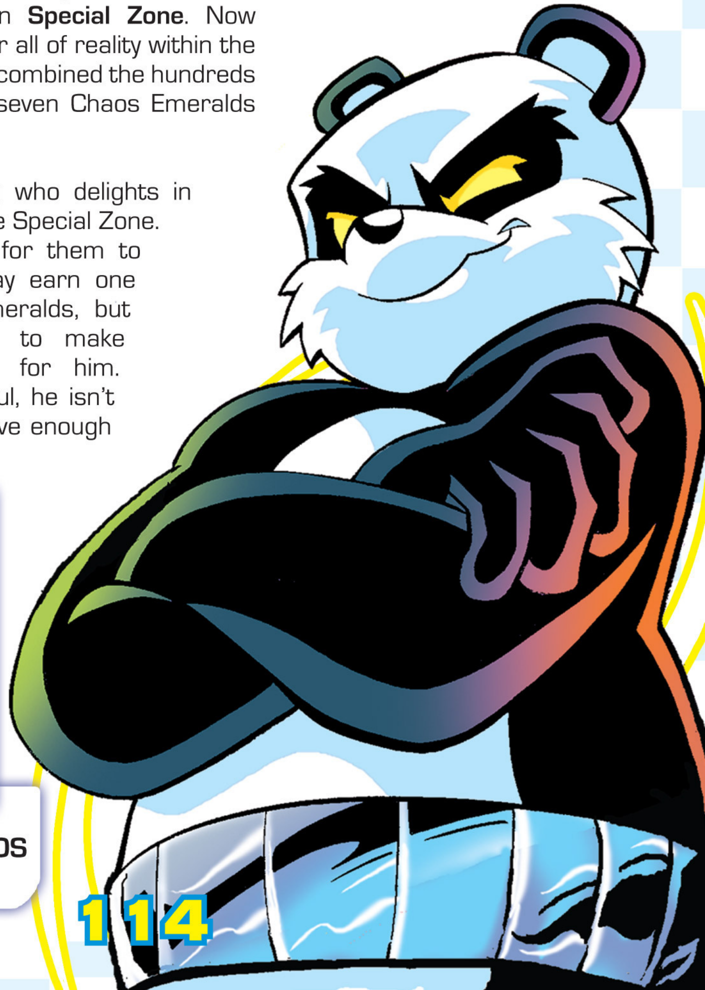


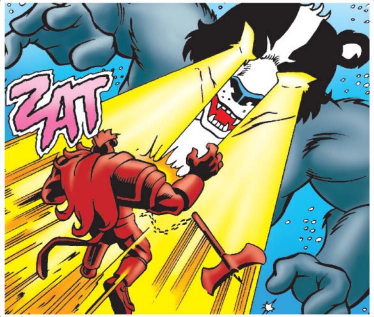
FEIST CONFRONTING TEAM DARK

For a time, Feist served as one of Naugus's **vessals** but was left behind when Naugus and many others escaped. Eventually, due to the plans of **Anonymous** and last-second efforts by **Turbo Tails** and **Super Shadow**, Feist was exposed to hundreds of **Chaos Emeralds** all at once.

Feist took the gems and reshaped the Zone of Silence, making it his own **Special Zone**. Now virtually a god, he could alter all of reality within the zone as he desired. He also combined the hundreds of emeralds, creating the seven Chaos Emeralds known today.

Feist is an arrogant being who delights in tormenting any visitor to the Special Zone. He will create challenges for them to complete so that they may earn one of his precious Chaos Emeralds, but he's not above cheating to make things more entertaining for him. While unimaginably powerful, he isn't untouchable – if you're brave enough to attack him.



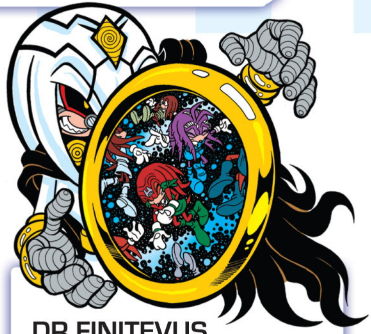


TAKING WARLORD KODOS OUT OF COMMISSION

TWILIGHT CAGE

PROFILE STATS:

First Appearance:
Knuckles the Echidna #17



DR FINITEVUS TRAPS THE BROTHERHOOD IN THE TWILIGHT CAGE

The Twilight Cage, sometimes called the "Twilight Zone," is an inhospitable pocket dimension. It is a zone wrapped in perpetual twilight and filled with barren, floating islands of rock. The zone is notoriously difficult to access and even harder to leave. Most of the inhabitants are there against their will; they refer to their transfer as the "Argus Event," since the name "Argus" lingered in their minds after the incident. Each race was at their peak, prepared to wage violent conquest on their respective worlds. Most have been conquered by the **Nocturnus Clan**, and labor for their masters' benefit from their respective colonies. The exception to the rule was the **Dark Legion**, which was exiled to the zone by **Guardian Steppenwolf**. They were shunned by the Nocturnus Clan and left to fend for themselves. Supplemented by stolen Nocturnus technology, the Legion made several attempts to escape and eventually succeeded.

Nocturnus Clan (1) – A former caste within **Albion** society, they dominate the zone. Their master, **Imperator Ix**, researches the energies of the zone to empower himself.

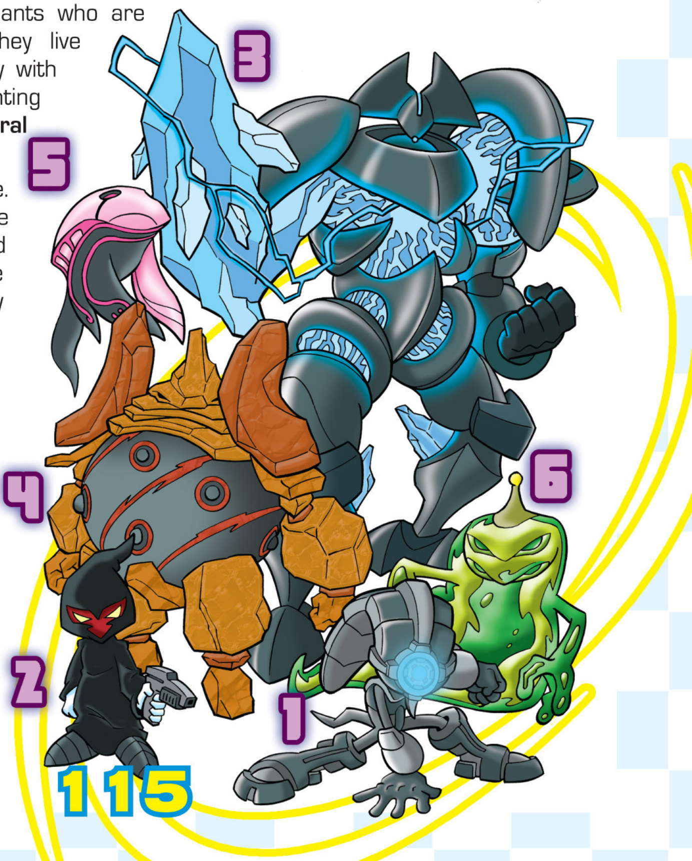
Dark Legion (2) – The technologically-inferior descendants of the Nocturnus Clan many generations removed, these cyborg echidnas have since escaped the Twilight Cage.

Zoah (3) – A race of armored giants who are primarily composed of energy. They live within a strict warrior-caste society with criminal cases judged through fighting tournaments. They are ruled by **General Raxos**.

Kron (4) – A race of rock-people. Once savage warriors, they have since been turned into quarry workers and excellent craftsmen. A simple people with simple needs, they are ruled by **Foreman Krag**.

Voxai (5) – A race of psychic jellyfish/manta ray-like creatures. They all share a psychic link and are governed by the **Overmind**: three powerful Voxai who provide guidance and direction to their people.

N'rrgal (6) – A race of energy-eating slime creatures. They can exist as single drone or combine into larger, more powerful and intelligent versions. The **N'rrgal Queen** is the largest of these "swarms," and benefits from their collective consciousness. They are bitter enemies of the Zoah.



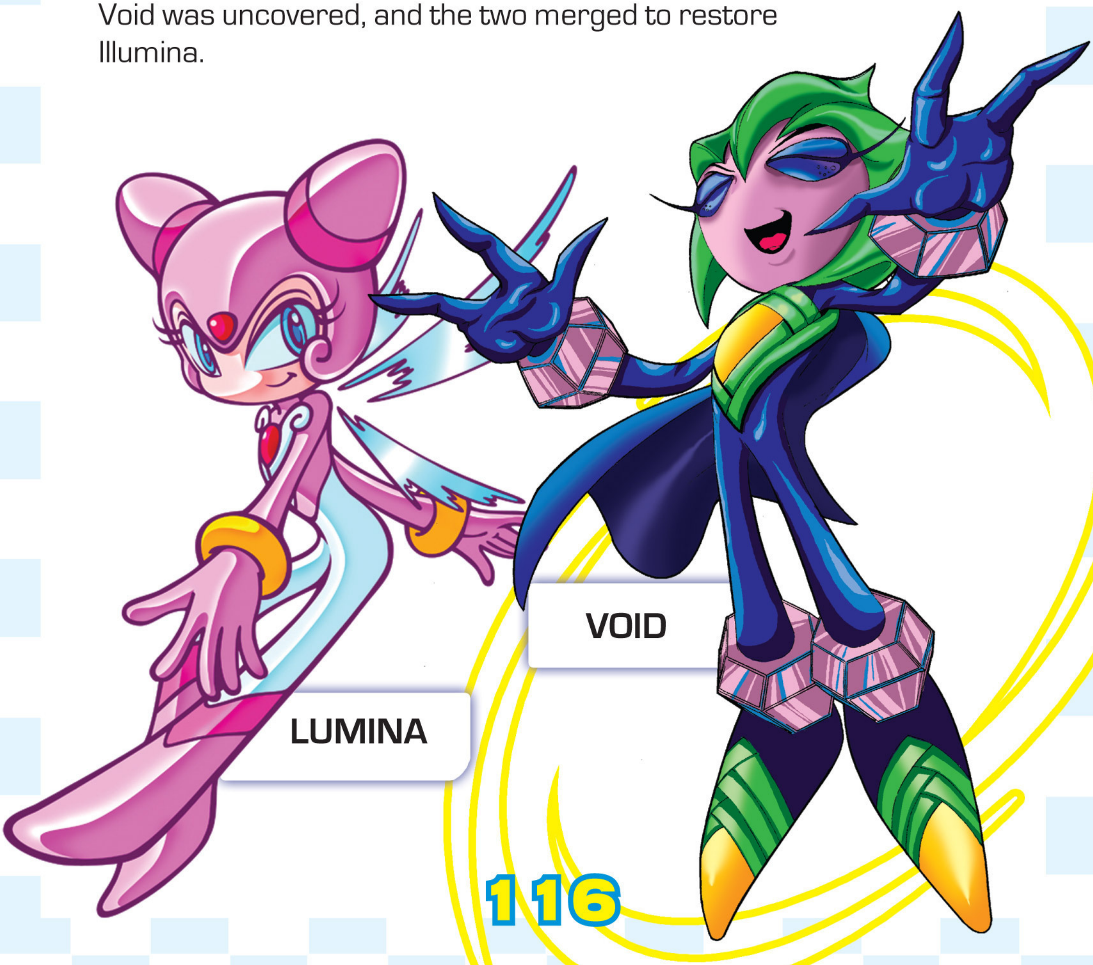
MAGINARY WORLD

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #92

The Maginary world is a zone from which the dreams of all other zones originate. The zone is normally controlled by **Illumina**, a goddess who uses the magical **Master Precioustone** to manage all the dreams.

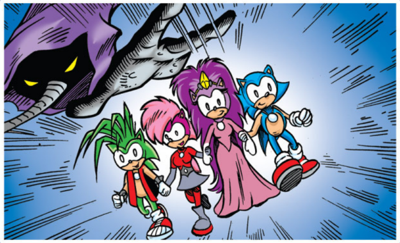
Trouble arose when Illumina, in a moment of self doubt, split into and manifested as two aspects of herself. One was **Lumina Flowlight**, the fairy-like spirit who embodied all the positive properties of Illumina. The other was **Void**, a dark spirit who was the manifestation of Illumina's doubts and the zone's nightmares. Void shattered the Master Precioustone, creating the many **Precioustones**. Lumina called upon **Sonic, Tails, Knuckles** and **Amy Rose** to help gather up the Precioustones throughout the Maginaryworld and restore the Master Prescioustone. The true origin of Lumina and Void was uncovered, and the two merged to restore Illumina.



SONIC UNDERGROUND

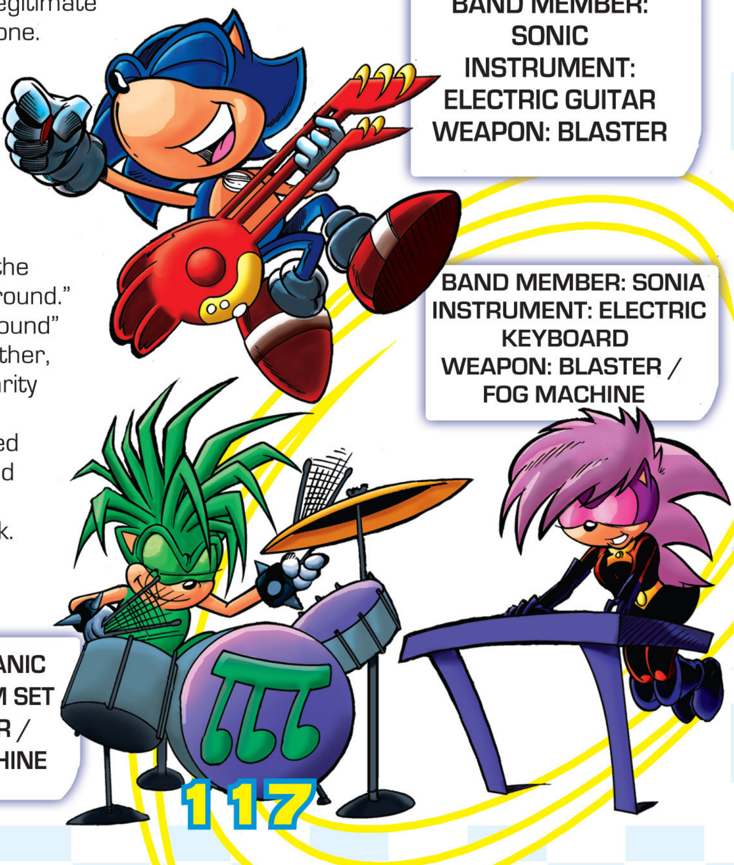
PROFILE STATS:

First Appearance:
Sonic Super Special #10



QUEEN ALEENA WITH HER THREE CHILDREN

In another zone variant of **Mobius**, **Sonic the Hedgehog** travels the world with his bother, **Manic**, and his sister, **Sonia**. The three children were born to **Queen Aleena Hedgehog**, ruler of Mobius. When her children were still very young, she was contacted by the **Oracle of Delphius** who warned her of **Dr. Robotnik's** impending rise to power, but also of how she and her children would one day assemble as the **Council of Four** and bring justice back to Mobius. Queen Aleena hid her children away and went into hiding when Dr. Robotnik attacked. The siblings were separated; while Sonic was raised by simple country folk, and then later his "uncle" **Chuck**, Sonia was raised by nobility and Manic was raised amongst thieves. The three were eventually reunited and set on their quest by the Oracle of Delphius, and now work together as the band and underground resistance movement called "Sonic Underground." Each of the siblings carries a special medallion that transforms into their signature musical instrument or a weapon. Robotnik currently rules in place of Queen Aleena, but his minions search Mobius tirelessly to find her. By forcing her into marriage, Dr. Robotnik would have legitimate claim to the world throne. His two top bounty hunters are the lean **Sleet** and his dense, metamorphic partner, **Dingo**. In addition to hunting down the queen, they're constantly on the trail of "Sonic Underground." While "Sonic Underground" searches for their mother, they also play free charity concerts to raise the spirits of the oppressed people of the world and rally them against the tyranny of Dr. Robotnik.

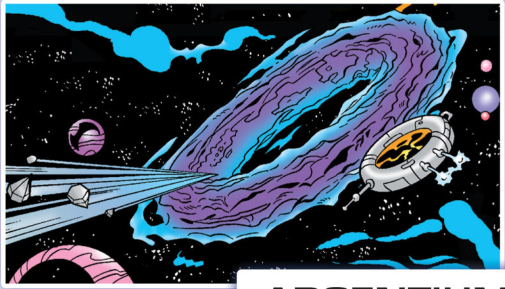


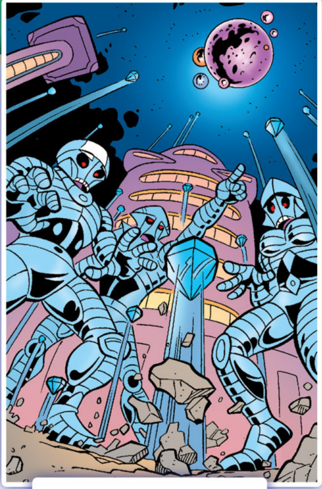
BAND MEMBER: SONIC
INSTRUMENT: ELECTRIC GUITAR
WEAPON: BLASTER

BAND MEMBER: SONIA
INSTRUMENT: ELECTRIC KEYBOARD
WEAPON: BLASTER / FOG MACHINE

BAND MEMBER: MANIC
INSTRUMENT: DRUM SET
WEAPON: BLASTER / EARTHQUAKE MACHINE

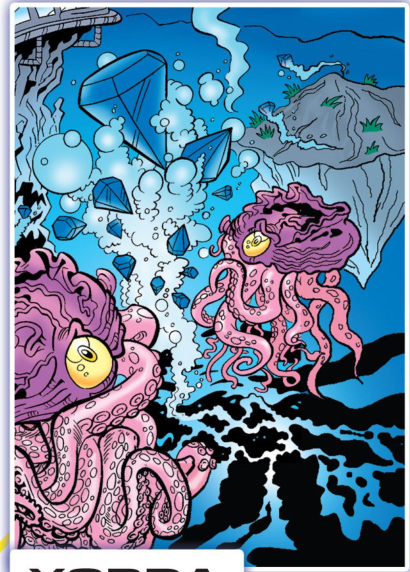
ALIEN PLANETS

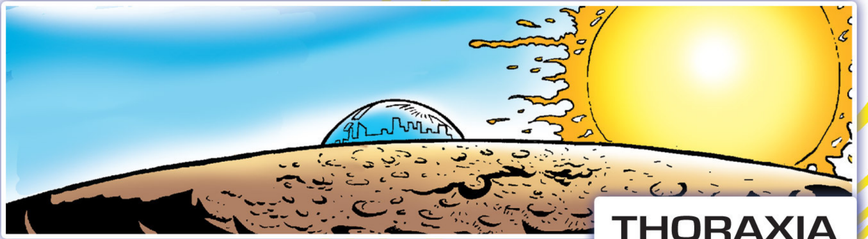

ARGENTIUM


WEEET

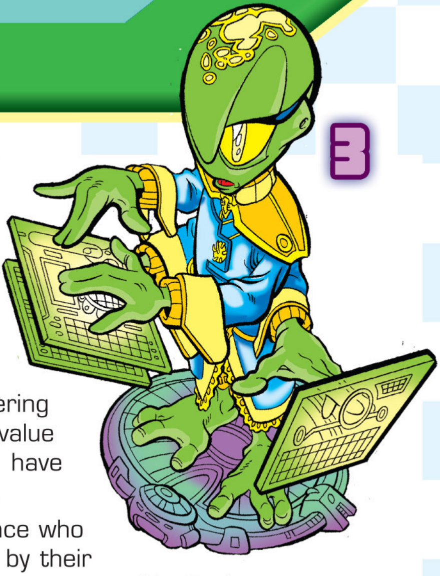
There is more intelligent life in the universe beyond **Mobius**. Countless planets host an endless array of bizarre alien races. Some, like the planet **Weeet**, have familiar technology and architecture but host a race of armored giants. The planet **Xorda** is one massive ocean. There are even such bizarre places like **Argentium**, a planet shaped like a giant ring.

The interstellar community is very well-traveled and faster-than-light travel has become commonplace. Mobius has been left out solely because of their poor relations with the Xorda people; it's been avoided for fear of creating an interplanetary incident.


XORDA


THORAXIA

ALIEN RACES



Despite interstellar travel to **Mobius** being taboo, **Sonic the Hedgehog** and others have come into contact with other alien races over time. This is but a sample of them.

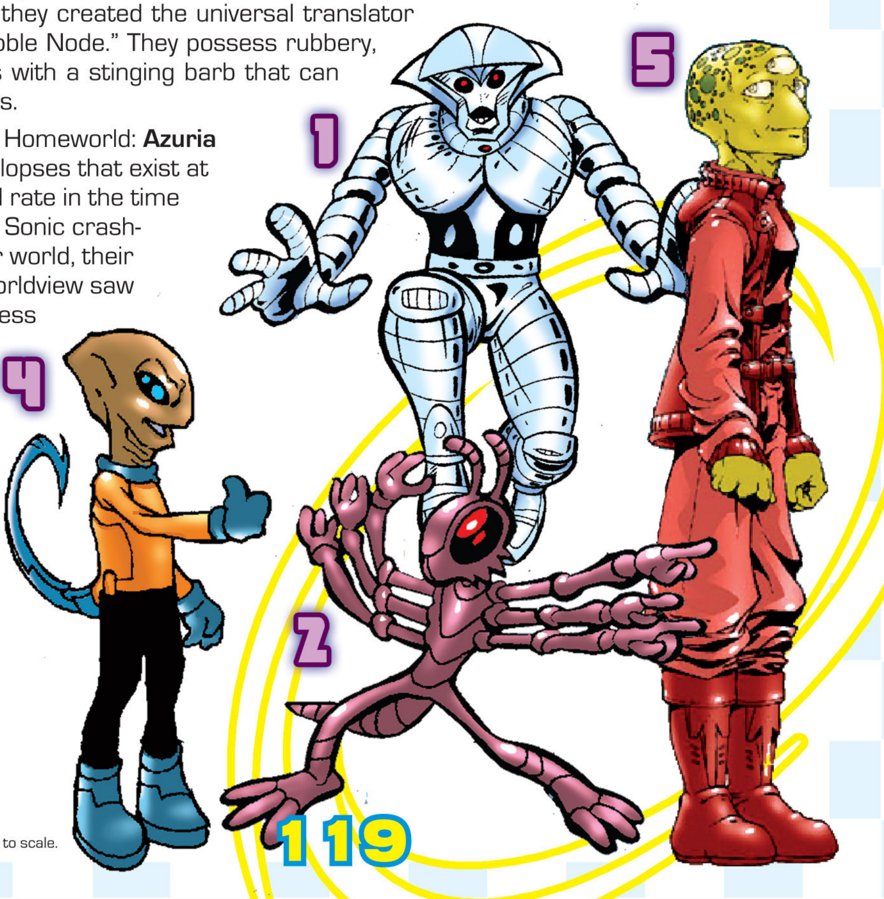
Weeetians (1) – Homeworld: **Weeet** – These towering beings appear to be living suits of armor. They value scientific study and exploration, but often times have difficulty recognizing other sentient races as equals.

Blodex (2) – Homeworld: **Thoraxia** – An ant-like race who communicate telepathically. They were long beset by their warmongering, hornet-like neighbors, the **Bzzz**, but were rescued by Sonic.

Bem (3) – Homeworld: **Argentium** – An all-female race, they share one name and differentiate by a numbered "surname." They pursue science and knowledge all over, such as the deroboticization of Mobius. Due to their organizational skills and solid government, they served as an example for most other races.

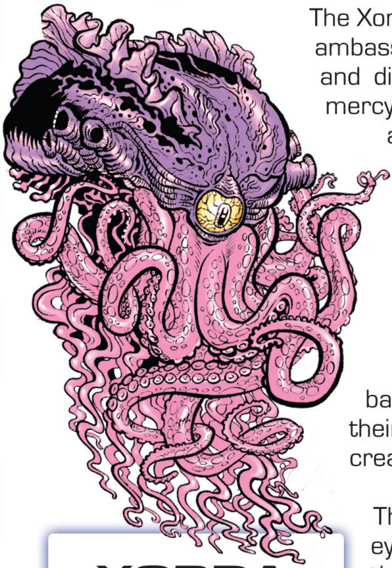
D'novulands (4) – Homeworld: **D'novuland** – A race devoted to trade and the linguistic arts, they created the universal translator called the "Babble Node." They possess rubbery, dexterous tails with a stinging barb that can paralyze victims.

Azurites (5) – Homeworld: **Azuria** – A race of triclopses that exist at an accelerated rate in the time stream. When Sonic crash-landed on their world, their accelerated worldview saw him as an ageless god. Their entire culture is based around the worship of the **Blue Immortal.**



Note: Weetian image not to scale.

THE XORDA & THE BLACK ARMS

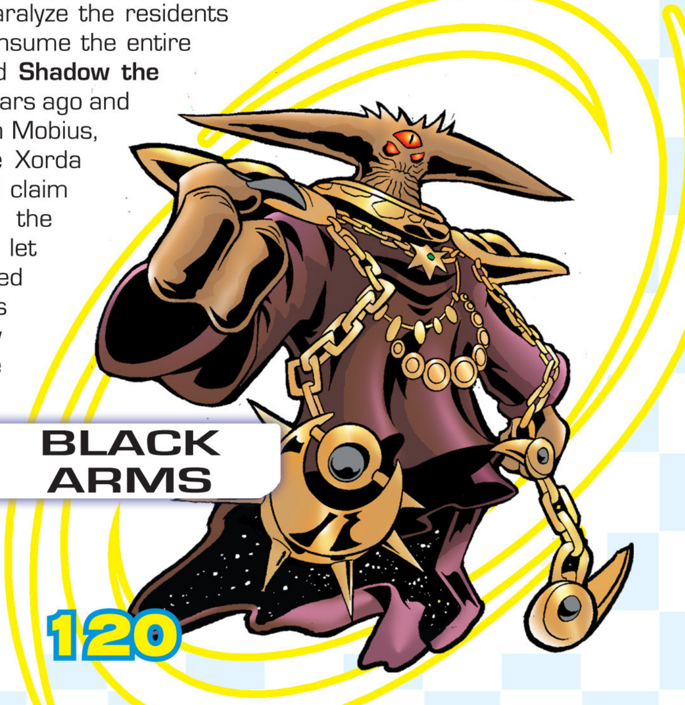


XORDA

The Xorda first came to **Earth** thousands of years ago. Their ambassador was not well received, and it was quickly captured and dissected by Humans. The Xorda retaliated without mercy and rained the **Gene Bombs** upon Earth. Almost all life was reduced to a primordial soup; however, it would eventually give rise to the **mobosaurs** and, much later, the **Mobians** and **Overlanders** of today. The Xorda returned to Earth – now **Mobius** – thousands of years later. Although the Mobians tried to promote peace, the Xorda deemed Mobian life too similar to that of the **Earthlings** of old and attacked once more. The combined efforts of everyone in the world managed to drive them back while **Sonic the Hedgehog** successfully disarmed their mightiest weapon: the **Quantum Dial**, a device that creates a localized black hole on the target planet.

The Xorda resemble giant brains with a single, massive eye and many octopus-like tentacles. They communicate through powerful telepathy, and they are known for their vicious and warlike nature. It was expected that they would return to finish their work on Mobius, but they became deadlocked in a war with the Black Arms and haven't been seen or heard from since.

The Black Arms are a race that makes the Xorda look cuddly. A hive mind controlled by the cruel **Black Doom**, they travel from world to world in their mobile homeworld – the **Black Comet**. They settle on a world after seeding it with their agents, paralyze the residents with a neurotoxin, and then consume the entire populace. They had established **Shadow the Hedgehog** as their agent fifty years ago and were on their way to feast upon Mobius, but they caught the ire of the Xorda as they passed. The Xorda laid claim to Mobius's destruction, and the Black Arms weren't about to let their impending feast be denied to them. Their war rages across the galaxy and has already reduced **Argentium** – once the cultural center of the interstellar community – to a war-torn wasteland. It is unclear which side will win, or if any side can win at all at this point.



BLACK ARMS

DARK MOBIUS

In one timeline, **Knuckles** lost control of his innate **Chaos** powers and became the terrifying "Dark Enerjak." **Mobius** fell to his power, as hero and villain alike were defeated. Dark Enerjak had the power to rip the very essence out of someone, collecting it in a glowing ball called a "Core." With these Cores, Dark Enerjak was able to produce an army of synthetic constructs – his "Prelates."

With his version of Mobius conquered, Dark Enerjak began to send his Prelates throughout time and space to find new worlds to conquer. One ended up in **Silver's** time and was followed back to **Dark Mobius.** Once on Dark Mobius, Silver linked up with the last surviving **Freedom Fighters** and barely managed to win the day. "Jani-Ca" stole the power from Dark Enerjak using the **Sword of Acorns** and became **Enerjak** herself.

PROFILE STATS:

Jani-Ca: Leader and would-be Guardian. Just don't call her "Lara-Su!"

Blockbuster Polar Bear: Partially-roboticized to save his life, his incredible strength was doubled.

Cutlass Depardieu: A suave counterpart to Antoine, his hands were made raw from swordplay.

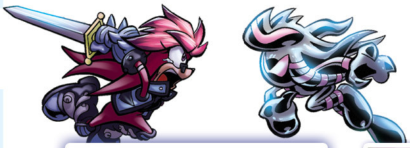
Dagger Walrus: A throwing master with no time for machines.

Demo Duck: A far more level-headed counterpart to Bean.

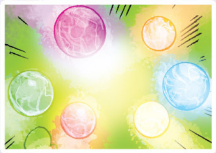
Payback Fox: Her roboticized arms could absore laser-fire and send it right back.

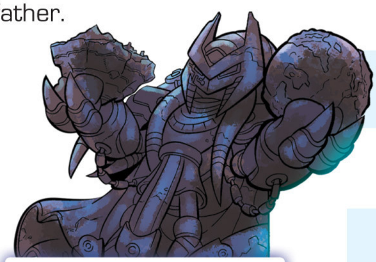
Scarlette Rabbot: The team's nurse and Demo's love.

"**Jani-Jak**" now works to restore Mobius to its former glory. She's slowly returning the Cores to their owners and has promised to be rid of the Enerjak power when her work is through – hopefully before it corrupts her as it did her father.

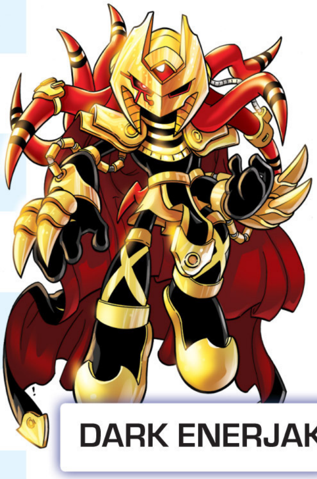


JANI-CA & PRELATE - JS (TOP) CORES (RIGHT)

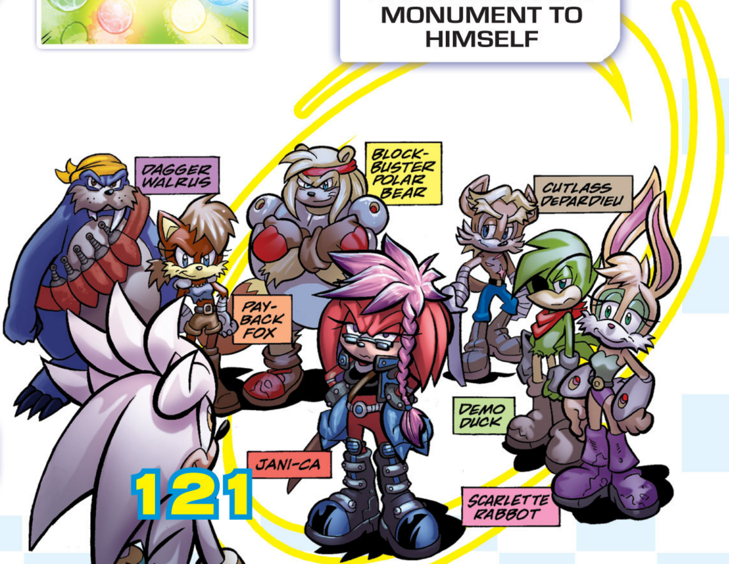




DARK ENERJAK'S MONUMENT TO HIMSELF

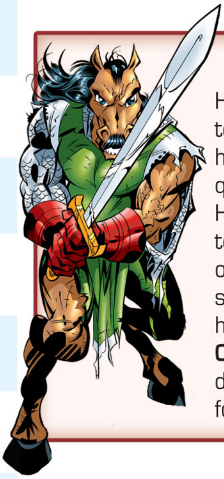


DARK ENERJAK



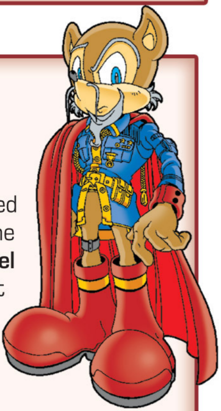
THOSE WHO HAVE PASSED

Over the years and through the many conflicts on **Mobius**, there have been those lost along the way. Here we take a moment to remember some of those who've passed.



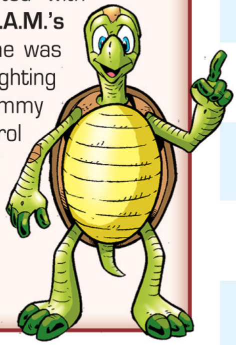
SIR CONNERY

He was a paladin knight in service to **King Maximillian Acorn** until he was called away on a holy quest by the **Ancient Walkers.** He was given the **Sword of Light** to eliminate dark magic users on Mobius. While he mostly succeeded, he was forced to give his all to destroy the corrupted **Crown** and **Sword of Acorns,** denying **Mammoth Mogul's** bid for world domination.



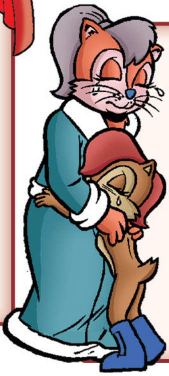
GENERAL ARMAND D'COOLETTE

The brave general helped advise the king, laid the groundwork for the **Rebel Underground**, and led the first counter-attacks against **Dr. Robotnik's** conquest. He was roboticized and spent many years as the tyrannical **High Sheriff** in **Mercia** but was recovered and later returned to normal during the mass deroboticization. He returned to active duty for a short while, but ultimately fell prey to a sinister plot by his son's evil alter-ego, **Patch**. Armand's last words were of love and support for his son.



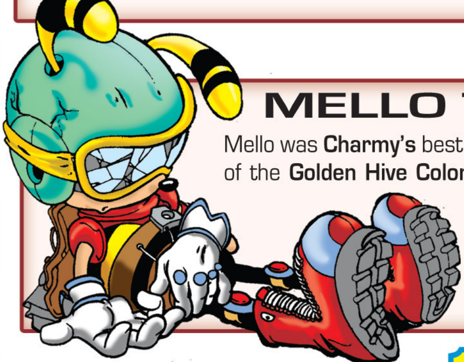
TOMMY TURTLE

Tommy was one of **Sonic's** childhood friends who had once taught him an important lesson in humility. Since then, however, Tommy drifted into many bad situations trying to find a way to be as valuable as Sonic in the fight for Mobius. Tommy's shell became infested with **nanites** carrying **A.D.A.M.'s** programming and he was possessed. While fighting **Super Sonic**, Tommy won back control over his body long enough to make the ultimate sacrifice and rid the world of A.D.A.M.



JULAYLA

She was **Rosie's** cousin and **Sally Acorn's** mentor. Wise and patient, she molded the young princess to be both brave and poised. The years caught up with her, however, and she passed peacefully, leaving several of her possessions to Sally.



MELLO THE BEE

Mello was **Charmy's** best friend and a very free spirit. He threw off the rules of the **Golden Hive Colony** and went on many adventures with his friend. Their last time together was at the **Happyland Amusement Park** on **Angel Island**. Mello ingested a fatal amount of drug-laced chilidog sauce. Mello was returned home and seen off by his family.

MASTER EMERALD

PROFILE STATS:

First Appearance:
Knuckles the Echidna #9

The Master Emerald's origin began six hundred years ago when **Mobius** had many green **Chaos Emeralds**. Twelve were harvested by the scientists **Jordann** and **Kayla-La** to lift **Angel Island** into the sky and avoid the **Great White Comet**. Two hundred years later, brothers **Edmund** and **Dimitri** proposed a plan to return Angel Island to the surface by draining the power from the emeralds with their **Chaos Syphon**. Their plan was rejected but Dimitri used the device anyway. He consumed the power of eleven of the Chaos Emeralds, becoming the third Enerjak. He was defeated, and only the one emerald kept Angel Island aloft.

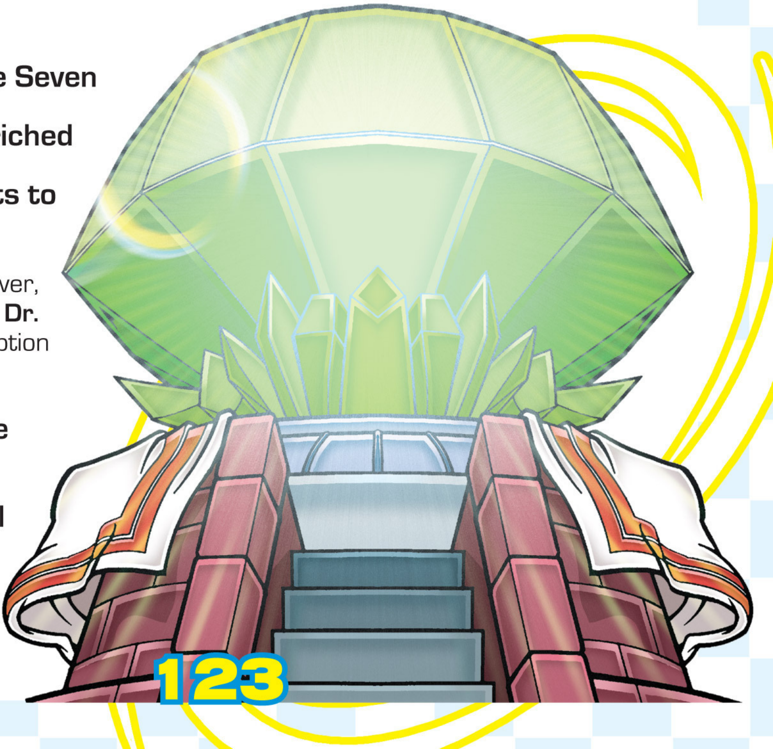
Four hundred years later, **Guardian Knuckles** obtained another **Chaos Emerald**. Soon after, **Mammoth Mogul** drew **Enerjak** back and then used the **Sword of Acorns** to drain his energy and add it to the power of his own Emerald. Now **Master Mogul**, he battled **Super Sonic, Hyper Knuckles** and **Turbo Tails,** among many others. Master Mogul, desperate for an edge, attempted to take the last two Emeralds on Angel Island, but **Guardians Sabre** and **Locke** used their own control over the **Chaos** energies to invert the power flow. The surprise result was one massive emerald with Mogul's life-essence trapped inside. This was the beginning of the Master Emerald.

Later, **Dr. Eggman** shattered the Master Emerald to create shards to feed Chaos, which set Mogul free. Knuckles retrieved the pieces of the Master Emerald and, with the aid of the **Brotherhood**, reconstructed the gem. The Master Emerald has powers beyond those of the Chaos Emeralds. It can potentially grant someone a super-state by itself, and its power can neutralize the other Emeralds. While anyone can tap into its power at will, only a few can use its full potential. The best way is to use "Tikal's Prayer:"

"Tikal's Prayer"
The Servers are the Seven Chaos
Chaos is Power enriched by the Heart
The Controller exists to Unify the Chaos

It should be noted, however, that the villainous **Dr. Finitevus** uses a corruption of this spell:

The Servants are the Seven Chaos
Chaos is Power controlled by my Will
The Controller exists to Enslave the Chaos



CHAOS EMERALDS & POWER RINGS

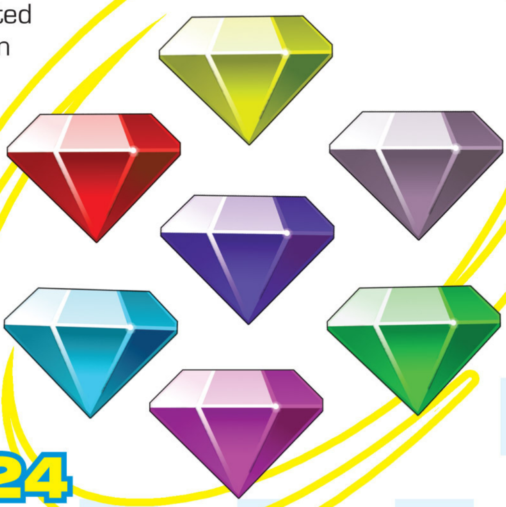
Chaos Emeralds are mysterious gems of unimaginable magic power. Their ultimate origin is unknown, but during **Anonymous's** plan to summon them from across the cosmos, some trends arose:

The Green Emeralds came from Mobius; **The Cyan Emeralds came from Weeet**; **The Blue Emeralds came from Xorda**; **The Red Emeralds came from Thoraxia**; **The Purple Emeralds came from Teragosa 6**; **The Yellow Emeralds came from the star that consumed E.V.E.**; **The Silver Emeralds came from Argentum**.

They were all sealed in the **Special Zone**, where **Feist** combined them into the seven gems of today. The different colors do not possess any special properties, but they each hold limitless power. They seem to be the physical manifestation of the **Chaos Force** – the all-encompassing energy of the universe.

These are not to be confused with the seven **Super Emeralds**, which were in fact the **Seven Servers**: powerful **chao** who aided **Tikal** in sealing **Chaos** in the **Black Chaos Emerald.** As for the Black Chaos Emerald, also known as the **Ancient Onyx**, it does not appear to be a true Chaos Emerald.

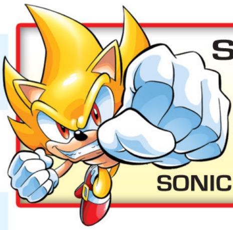
Power Rings, also called "magic rings," are a natural by-product of the Chaos Emerald's magic. They are energy given physical form and can blink out of existence as soon as they appear. When used, they can grant a short boost in physical prowess, power machines or even grant insight. When consumed in excessive amounts, they can grant incredible magical talents – much like those used by the **Order of Ixis**. Power rings can also be manufactured. **Nate Morgan** created the process while his student, **Sir Charles Hedgehog,** perfected it. Now, **Nicole** uses surplus power from **New Mobotropolis** to create a ring or two a day at the **Lake of Rings.**



The **Ring of Acorns** was a special ring that granted powerful wishes. It was created by Nate Morgan using a **Super Chaos Emerald**. **Amy Rose** used its power to grant her wish and age herself a few years so she'd be old enough to join the **Freedom Fighters,** which depleted the ring.

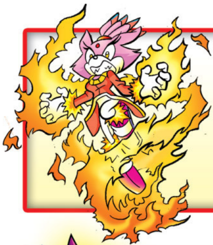
SUPER FORMS

"Super Forms" refer to the transformations an elite few can undergo when exposed to vast amounts of **Chaos energy**, often via seven **Chaos Emeralds**, **Sol Emeralds** or the **Master Emerald**. These super forms increase the individual's innate talents while usually granting flight and invulnerability. The effects do not last forever, however. If the super form is obtained by using **Anarchy Beryl**, the user's life is at potential risk. While they gain all the same powers and perks as they would normally, when they de-power they are highly drained. More than a few minutes could prove fatal. Likewise, it is unknown how harmful it might be if just anyone tried to "go super." There is also an even rarer super form that can come from excessive consumption of power rings. The number of rings needed is unknown – it could be hundreds, it could be thousands – but it grants the users vast elemental magical talent.



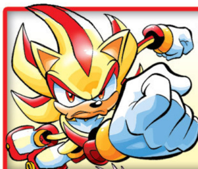
SUPER SONIC

TRANSFORMED BY:
CHAOS EMERALDS/ MASTER EMERALD
FIRST APPEARANCE:
SONIC THE HEDGEHOG #4



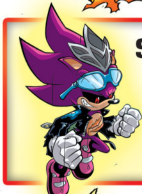
BURNING BLAZE

TRANSFORMED BY:
SOL EMERALDS
FIRST APPEARANCE:
N/A



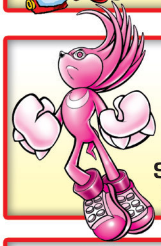
SUPER SHADOW

TRANSFORMED BY:
CHAOS EMERALDS
FIRST APPEARANCE:
SONIC THE HEDGEHOG #124



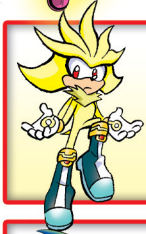
SUPER SCOURGE

TRANSFORMED BY:
ANARCHY BERYL
FIRST APPEARANCE:
SONIC THE HEDGEHOG #195



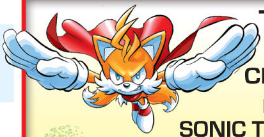
HYPER KNUCKLES

TRANSFORMED BY:
CHAOS EMERALDS
FIRST APPEARANCE:
SUPER SONIC VS. HYPER KNUCKLES SUPER SPECIAL



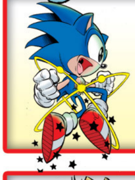
SUPER SILVER

TRANSFORMED BY:
CHAOS EMERALDS
FIRST APPEARANCE:
N/A



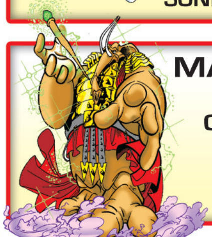
TURBO TAILS

TRANSFORMED BY:
CHAOS EMERALDS
FIRST APPEARANCE:
SONIC THE HEDGEHOG #56



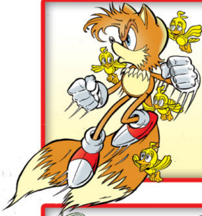
ULTRA SONIC

TRANSFORMED BY:
POWER RINGS
FIRST APPEARANCE:
SONIC THE HEDGEHOG #66



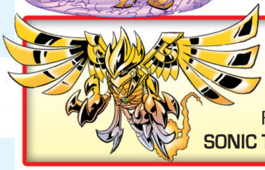
MASTER MOGUL

TRANSFORMED BY:
CHAOS EMERALDS
FIRST APPEARANCE:
SONIC THE HEDGEHOG #56



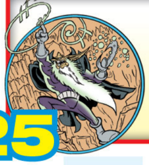
HYPER TAILS

TRANSFORMED BY:
POWER RINGS
FIRST APPEARANCE:
SONIC THE HEDGEHOG #66



SUPER A.D.A.M.

TRANSFORMED BY:
CHAOS EMERALDS
FIRST APPEARANCE:
SONIC THE HEDGEHOG #169



"UGLY NAUGUS"

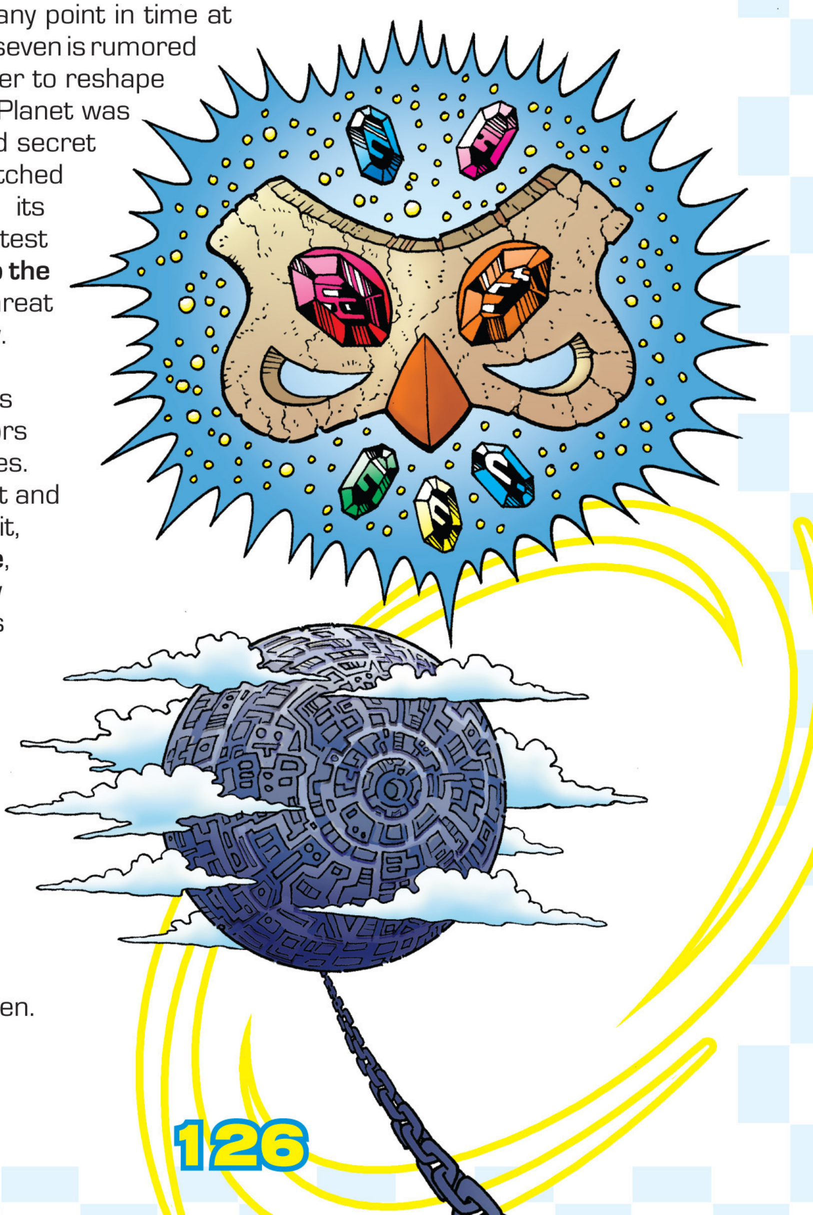
TRANSFORMED BY:
POWER RINGS
FIRST APPEARANCE:
SONIC THE HEDGEHOG #66

TIME STONES & LITTLE PLANET

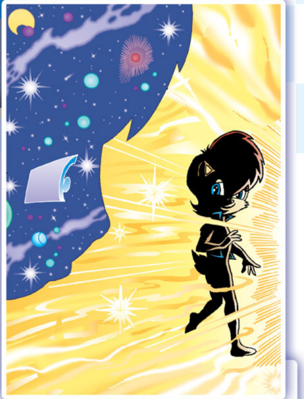
Little Planet, sometimes called “Miracle Planet,” is a tiny planetoid that appears over **Never Lake** once a year for a month. Little Planet is steeped in mystery and hosts a number of advanced urban settings that are perfectly integrated with their natural environments. If there is anyone living there, they don’t make themselves known.

Little Planet hosts the seven Time Stones. Their colors are blue, green, cyan, orange, purple, yellow and red. Possessing one allows the user to move to almost any point in time at will. Collecting all seven is rumored to grant the power to reshape time itself. Little Planet was a closely guarded secret of **Albion** and watched over closely by its steward, the latest being **King Rob ‘o the Hedge**, so the threat of invaders is low.

There are rumors of other protectors of the Time Stones. Some say a great and powerful owl spirit, **Nicholas O’Tyme**, decides who may use them. Others say that an elite few guard Little Planet throughout time and go by the name of the **Knights of Kronos**. Whether these are true or merely rumors remains to be seen.



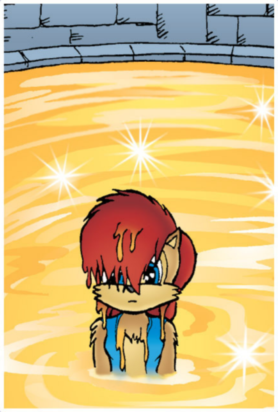
SOURCE OF ALL

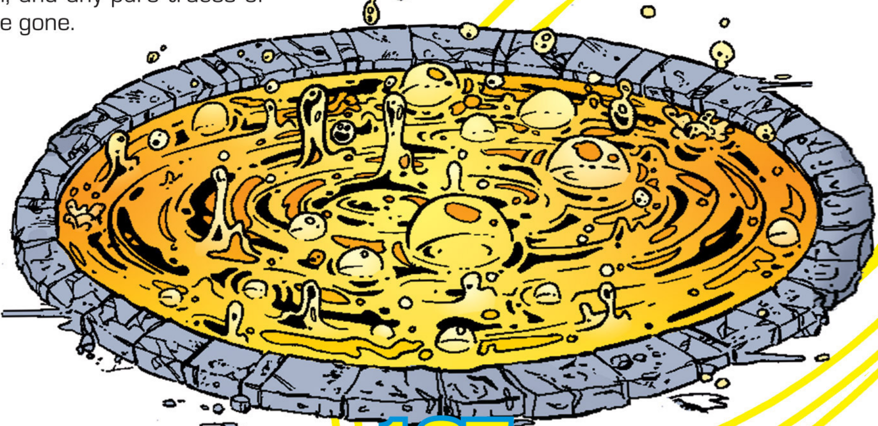


FOR A TIME, SALLY BECAME ONE WITH THE SOURCE OF ALL

Simply put, the Source of All is everything. It was the basic building block for the entire universe. It is the stuff that makes up stuff, so to speak. After the creation of the universe, only a small portion of the pure Source of All remained. It appeared as a shimmering pool of liquid gold and silver. This pool was discovered by **King Julius Acorn** and integrated into the royal family's rites of ascension. When the heir entered early adolescence, he would submerge himself in the pool and be shown glimpses of his past, present and future. When he emerged, the run-off would be collected and forged into the crown and sword he would carry all through his reign.

Because of this magical bond, the **Sword** and **Crown of Acorns** held a special place in the life of each Acorn king. When separated, such as when the king was in danger, the crown would vanish into the "Hall of Limbo" – a code phrase meaning the very mind of the king. Once the king was again safe, his possession of the sword would return the crown. In the hands of anyone else, tools crafted of the Source of All would act as amplifiers and conduits for magical power. Even a novice could achieve master-level techniques with just the sword in hand. The pool itself was hidden deep within the catacombs of **Castle Acorn** in **Old Mobotropolis**, and even after conquering the city, **Dr. Ivo Robotnik** never found the pool. However, when the city was leveled in a nuclear strike, the pool was vaporized. All that remained were sword and crown of **King Maximillian Acorn**. These were fought over by hero and villain alike until they finally fell into the hands of **Mammoth Mogul**, who exerted his will over them and corrupted their power. The paladin **Sir Connery** used his very life-force, channeled through the **Sword of Light**, to dispel the dark power and destroy both the sword and crown. Now a crown of regular materials sits on **King Ixis Naugus's** head and the Sword of Light serves as the new Sword of Acorns. However, the true tools of the Source of All, and any pure traces of it, are gone.

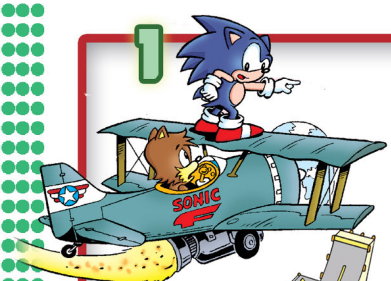


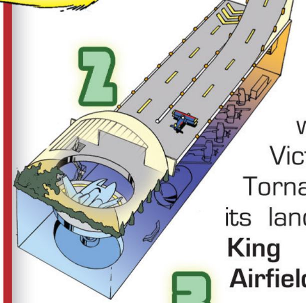


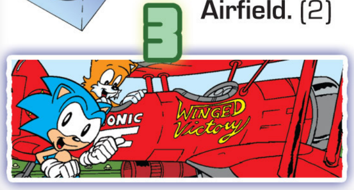
FREEDOM FIGHTER VEHICLES

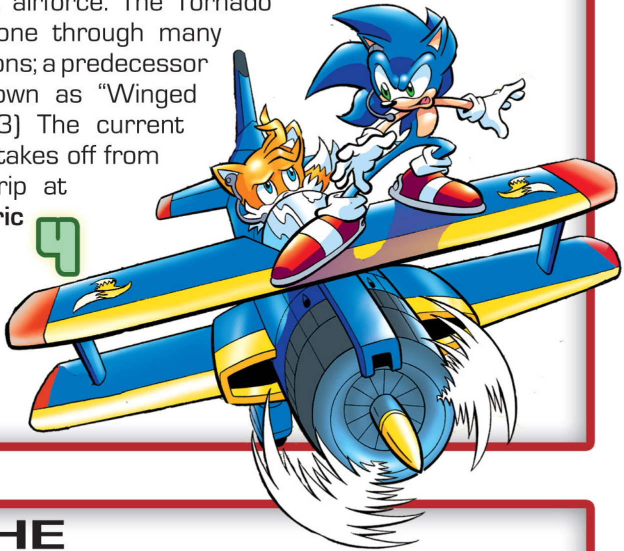
THE TORNADO

An agile biplane, the Tornado is perhaps the most famous of **Freedom Fighter** vehicles. **Tails** takes the position of pilot, maintaining his place since the earliest versions of the Tornado. (1) Armed with short range homing missiles, twin blasters and a massive thrust engine, it can take on even the fighters of the **G.U.N.** airforce. The Tornado has gone through many iterations; a predecessor was known as "Winged Victory." (3) The current Tornado (4) takes off from its landing strip at **King Frederic Airfield.** (2)

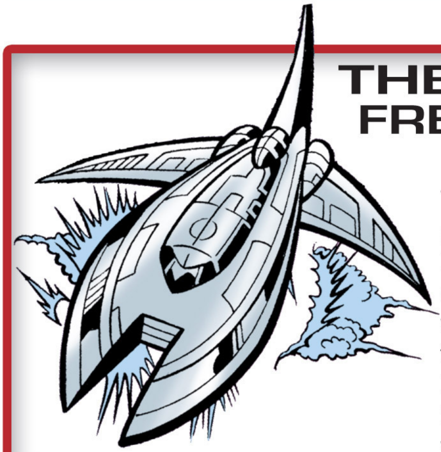




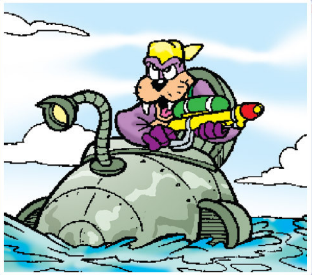




THE FREEDOM FIGHTER SPECIAL



The Freedom Fighter Special is the pinnacle of aircraft used by the **Freedom Fighters**. Capable of nearly orbital flight and mach speed flight in-atmosphere, it was loaded with the most sophisticated technology on-hand at the time. It was later upgraded by **Rotor** but destroyed in the bombing of **Knothole**; a **nanite**-built version now exists.

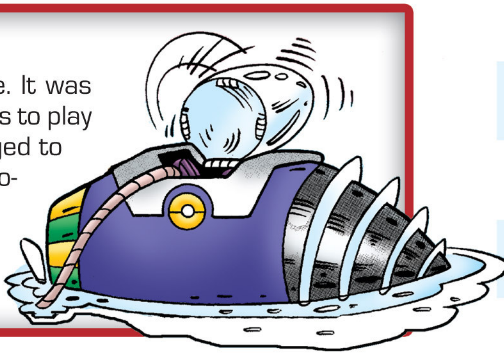


THE BATHYSPHERE

The Bathysphere was Rotor's personal submarine for years. While it did see some use, it was scuttled and otherwise sunk on three separate occasions. This may be in part because it was mostly for research and transportation and wasn't outfitted with any weaponry.

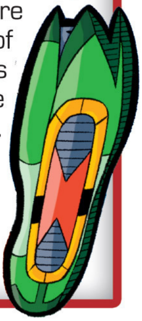
THE SEA FOX

The Sea Fox is Tails's personal submarine. It was built by Rotor as a novelty for the young Tails to play around in, but the enterprising pup managed to get it working. Armed with sub-surface-to-air missiles, depth charges, blasters and a massive drill on its front, it's quite the beastly ocean vessel. It also has modular sidecars for other passengers.



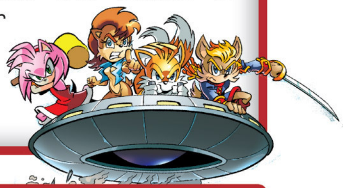
EXTREME GEAR

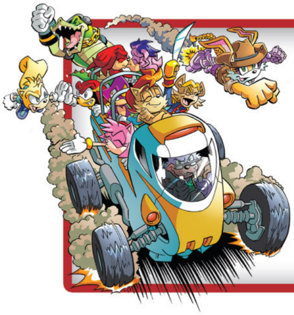
Like the **Babylon Rogues**, the Freedom Fighters have a handful of Extreme Gear airboards. They were created with the intention of allowing other Freedom Fighters to race into battle alongside **Sonic** rather than trail behind. Unfortunately they proved to be dangerous to Team members inexperienced with extreme speeds and as such are not generally used in battle.



SAUCERS

The Saucers are repurposed **Dark Legion** technology. While not able to fly as high or as well as their original design intended, they do cover ground quickly and seat up to six passengers. They're often the vehicle of choice for large team missions.

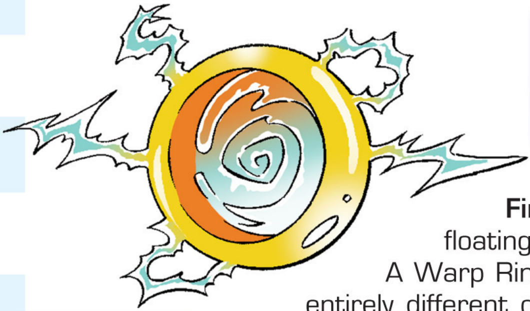




MOBO-CRUISER

The Mobo-Cruiser is an all-terrain vehicle with a detachable personnel carrier hitch at the rear. Built by Rotor Walrus and Miles "Tails" Prower, this rough-and-tumble transport was used during the last joint raid of **New Megaopolis** by the Freedom Fighters and **Chaotix**, and when **Elias** took his family to **Feral Forest**.

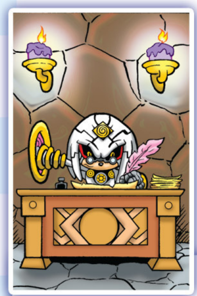
WARP RINGS & STAR POSTS



PROFILE STATS:

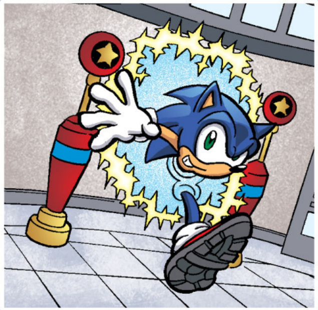
First Appearances:
Warp Rings: Sonic the Hedgehog #139
Star Posts: Sonic the Hedgehog #170

Warp Rings are the invention of **Dr. Finitevus**. They appear as massive, floating power rings and act as gateways. A Warp Ring opened in one place can exit on an entirely different continent. The exact way they work is unclear, but it seems that all the user must do is activate them while thinking of their destination. Dr. Finitevus, however, seems to be the only one with the skill and understanding needed to use them as offensive and defensive weaponry, or to access other zones without outside assistance. **Silver the Hedgehog** once used a **Super Warp Ring** to travel from his time two hundred years in the future, across **Mobius**, and then across zones. Where he got it and how it was created is unknown.

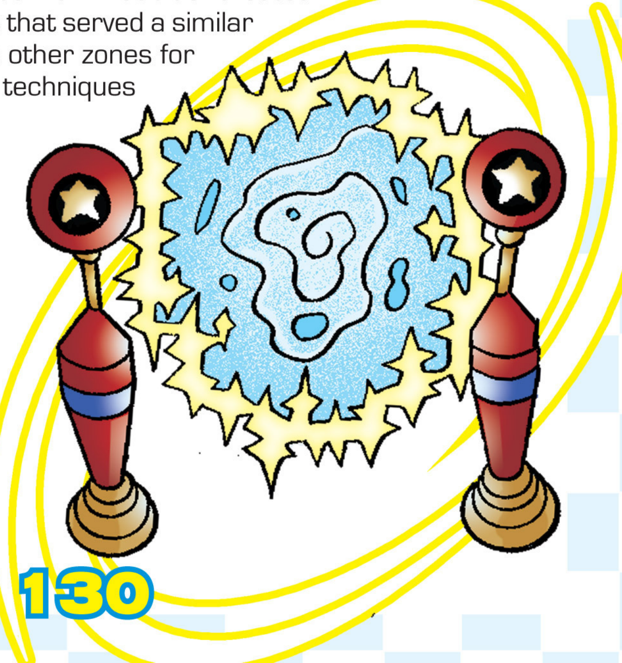


DR. FINITEVUS USING A WARP RING

The Star Posts were created by **Rotor Walrus** and **Miles "Tails" Prower**. They look like short lamp posts with a star symbol emblazoned on the top knobs. When activated, they open a portal directly into the Special Zone. If a similar portal is opened in another zone, they can create a passage to another dimension entirely, although they were not created for this purpose. **Dr. Ivo Kintobor** of **Moebius** created similar devices called **Globe Posts** that served a similar function. He uses them to explore other zones for potential new cures and medical techniques non-existent on his own world.

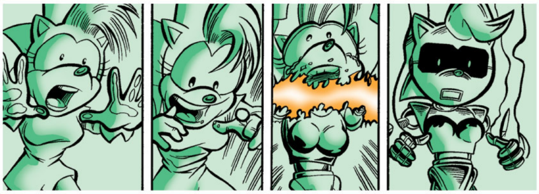


SONIC TRAVELING THROUGH STAR POSTS



ROBOTICIZER

The roboticizer was invented by **Sir Charles Hedgehog**. Using sophisticated technology, it could transform flesh and bone into corresponding mechanical parts. Muscles became gears, sinew became wires, and the brain became a computer. The idea was that those suffering from terminal diseases could be preserved while a cure was researched, and those gravely injured could be repaired with significantly less risk. **Julian Kintobor** discovered the device and sabotaged it. When Charles used it on his brother to treat his war wounds, **Jules** was robbed of his free will. When Jules's wife, **Bernadette**, "accidentally" fell victim to the device shortly after, Charles turned all of his notes over to Julian and retired out of disgrace.

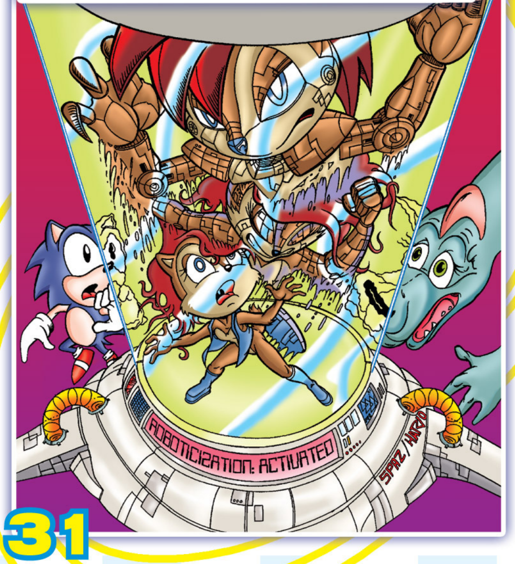


BERNIE HEDGEHOG BETRAYED AND ROBOTICIZED BY WARLORD JULIAN

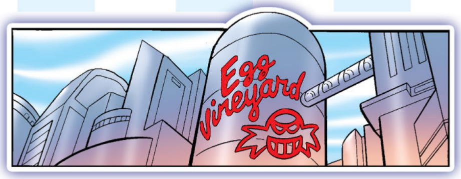
Dr. Ivo Robotnik later made many modifications to the roboticizer and used it to enslave nearly half of **Mobius.** These roboticized **Mobians**, or "**Robians**," were used as slave labor, often sent to capture their own families. Some devices, such as **Power Rings**, **Sword of Acorns** and **Neuro-Overriders**, could restore one's free will, but Dr. Robotnik added a "Brain Burn Thru" process to better ensure control of the Robians. Due to the complicated nature of the device, a Robian could usually only be deroboticized by the same device used in the original transformation. It was later discovered roboticizing already-mechanical parts caused both the roboticizer and the material to explode. Dr. Robotnik also created two **Death Eggs**, intended as global roboticizers, as well as a portable version that was stolen by the **Freedom Fighters** and saw limited use before burning out. When **Dr. Eggman** became fully mechanical, he modified himself to be able to roboticize by touch, so that any blow landed on him meant enslavement. He tested it on his own people and discovered that **Overlanders**, unlike Mobians, would become statuesque unless they consciously submitted to the process. The effects of roboticization were undone by the **Bem**, who used an advanced version of the process to revert almost all the Robians. As a side effect, those former Robians were now immune to further roboticization attempts. However, Jules remains roboticized, as he was too gravely injured when he was transformed to risk reversing the process.

PROFILE STATS:

First Appearances:
Portable versions: Sonic the Hedgehog #3, 29 & Sonic & Knuckles: Mecha Madness
Traditional: Sonic the Hedgehog #29

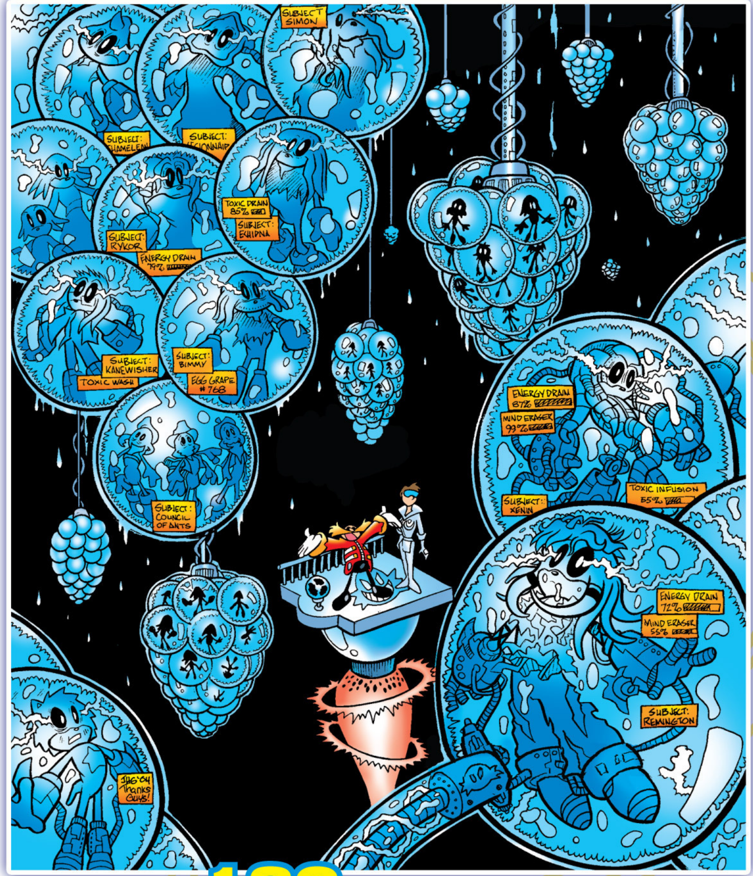


EGG GRAPES


Egg Vineyard

The Egg Grapes were perhaps the most insidious device ever created by **Dr. Ivo "Eggman" Robotnik**. They consisted of hundreds of glass chambers gathered in bunches, like grapes, in a compound called the **Egg Vineyard**. Victims of the Egg Grapes had their very spirits slowly erased, leaving them as empty husks. Even the briefest exposure to their power could cause severe mental trauma, as shown in **Charmy Bee** and **Ixis Naugus**. The first batch consisted primarily of **echidnas** captured during the invasion of **Angel Island**. Their bodies were to be used as "scrubbers" for energy drained from the **Zone of Silence**. However, the plans of **Anonymous** saw all of those Egg Grapes lost to the zone and Dr. Robotnik's plans foiled.

Most of the remaining Egg Grapes were later used to imprison the **Destructix**, **Mammoth Mogul**, Ixis Naugus and the entire citizenship of **Knothole City**. These were destroyed in the rescue efforts of **Sonic**, **Tails**, **Knuckles** and **Amy Rose**. The final handful were welded together and used on the fourth **Enerjak**. However, he proved too much for the Egg Grapes to contain and destroyed the entire Egg Vineyard–along with most of the surrounding city.

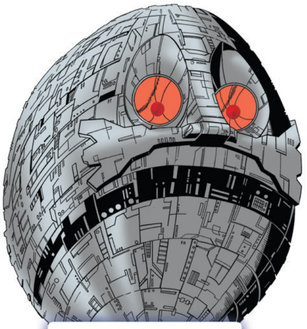

SUBJECT SIMON
SUBJECT: HAMELEO
SUBJECT: EGIONNAIR
TOXIC DRAIN 85%
SUBJECT: ECHIDNA
SUBJECT: RYKOR
ENERGY DRAIN 79%
SUBJECT: KANEWISHER
TOXIC WASH
SUBJECT: BIMMY
EGG GRAPE #768
SUBJECT: COUNCIL OF ANTS
ENERGY DRAIN 87%
MIND ERASER 99%
TOXIC INFUSION 55%
SUBJECT: XENIN
ENERGY DRAIN 72%
MIND ERASER 55%
SUBJECT: REMINGTON
JHG '04 Thanks Guys!

DEATH EGG

PROFILE STATS:

First Appearance:
First version: Sonic the Hedgehog: The Death Egg Saga #1
Second version: Sonic the Hedgehog #224

Meant to be **Dr. Ivo Robotnik's** greatest creation to date and the final blow to **Mobius**, the Death Egg was an orbital space station with the power to roboticize the entire planet in one fell swoop. Powered by countless power rings, it was immune to attack. It was launched in total secrecy, but was plagued with bad luck. One mishap after another prevented escape from the atmosphere and exposed it to **Sonic** and **Tails**. Its two interior defenses – the original **Silver Sonic** and Dr. Robotnik's "Eggs-o-Skeleton" battle armor – failed to stop the heroes from destroying the station from within.

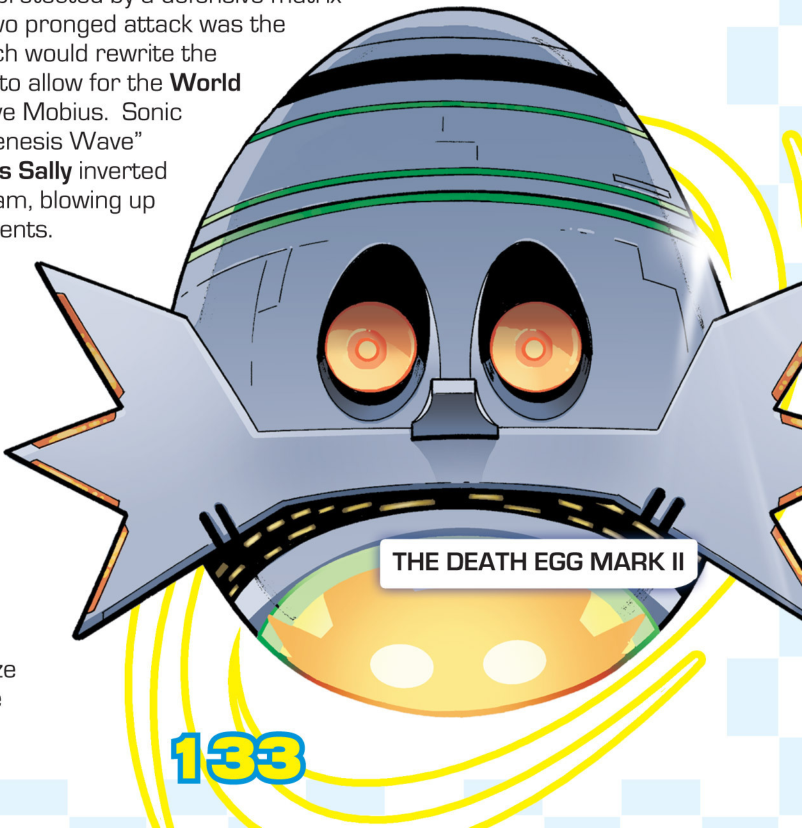


THE ORIGINAL DEATH EGG

Some time later, **Dr. Eggman** began constructing a second Death Egg under the streets of **New Megaopolis**. Appearing as a bunker and referred to as the "EggDome," it survived the wrath of the fourth **Enerjak** and managed to remain unassuming under **Freedom Fighter** scrutiny.

When it finally launched, it was powered by the **Blue Chaos Emerald** and protected by a defensive matrix of power rings. Its two pronged attack was the "Genesis Wave," which would rewrite the rules of the universe to allow for the **World Roboticizer** to enslave Mobius. Sonic undid most of the "Genesis Wave" effects while **Princess Sally** inverted the roboticization beam, blowing up the principal components.

With the Chaos Emerald having gone missing, and suffering severe interior damage, the Death Egg II is a shell of its full potential. However, it is still heavily armed and carries a myriad of deadly robots, giving Dr. Eggman the mobility and power to terrorize anywhere around the world.



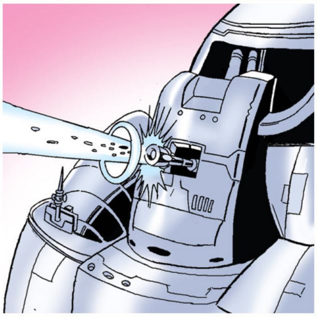
THE DEATH EGG MARK II

ULTIMATE ANNIHILATOR

PROFILE STATS:

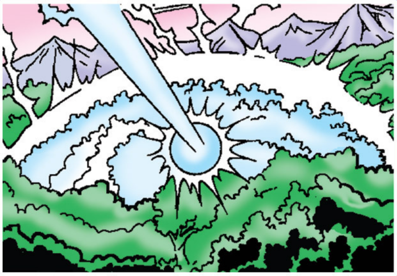
First Appearance:
Sonic Super Special #6: Sonic #50 – Director's Cut

The Ultimate Annihilator was the last creation of the original **Dr. Ivo Robotnik**. It was a massive energy weapon that fired a beam to a directing satellite, which in turn channeled the beam onto the target. If the target's unique bio-data was programmed into the Ultimate Annihilator, the beam would erase it from the universe. The target would not be simply killed – it would cease to exist completely.



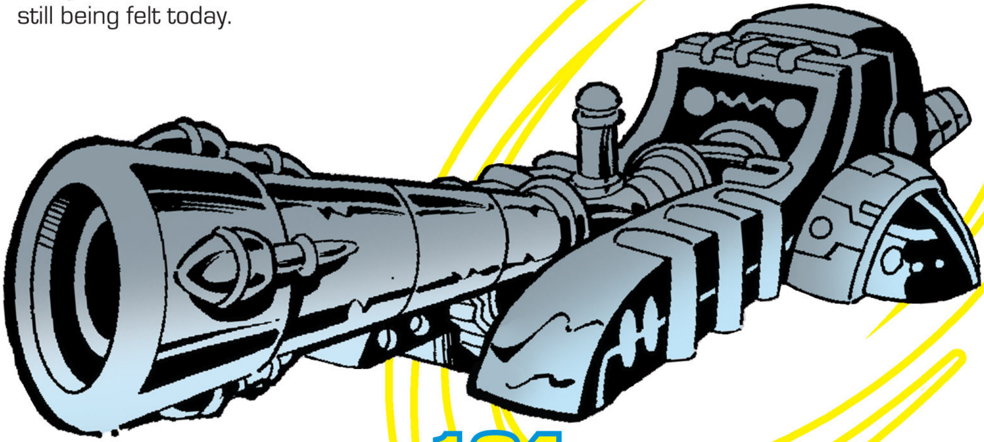
THE ULTIMATE ANNIHILATOR USES SATELLITE RELAYS TO REACH ITS TARGET

Dr. Robotnik's original intention was to gather the bio-data on everyone in **Knothole Village** and erase them in one colossal strike. However, **Snively** had replaced all of the bio-data with that of the doctor. When the Ultimate Annihilator hit Knothole, without any exact target, its power warped space-time and shifted the village into its own pocket dimension three hours in the future. **Sonic the Hedgehog** and Dr. Robotnik had their "final" duel in the weapon's control room, causing a system crash and the weapon to overload, sending its "omega wave" across **Mobius**. Dr. Robotnik was, ultimately, annihilated. Sonic and Mobius, meanwhile, only blipped out of existence for an instant before returning.



ZAPPING KNOTHOLE 3 HOURS INTO THE FUTURE

The discharge of the weapon had far reaching side-effects. It neutralized the mind-control programming of the local **Robians**, restoring their free will. It also weakened the boundaries between the **Prime Zone** and all other zones, allowing **Echidnaopolis** and the **Dark Legion** to return to **Angel Island**. Its effects seem to have finally diminished, but the ramifications are still being felt today.

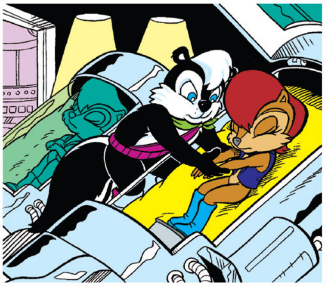


AUTO-AUTOMATONS & NANITES

PROFILE STATS:

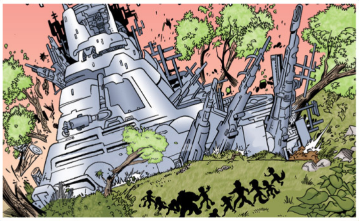
First Appearance:
Auto Automaton (Fiona model):
Sonic the Hedgehog #28
Nanites:
Sonic the Hedgehog #152

Dr. Ivo Robotnik once created a line of android duplicates called the Auto Automatons. They were perfect duplicates of the **Mobians** used as their basis, but they were not incredibly durable. **Tails** encountered an Auto Automaton of **Fiona Fox**, which rusted almost immediately in sea water. An Auto Automaton of **Sally Acorn** ended up placed in a roboticizer, causing it to explode. One model made to look like **King Maximillian Acorn** was used to prime **Knothole** for conquest at the end of the **First Robotnik War.** The concept was later upgraded in versions called "Infiltrators," which were more powerful and had limited built-in weapon options. These had to be programmed with direct scans of the source's minds, making them much more difficult to produce and implement effectively. The one notable unit among this line was the copy of **Tommy Turtle**, who nearly killed both **Sonic** and his father, **Jules**. Another is the one posing as **Snively** and serving at the **Iron Queen's** side. The Infiltrators were almost exclusively manufactured in the **RoboDyne** facilities of **Old Megaopolis** and were destroyed by the **Freedom Fighters**.

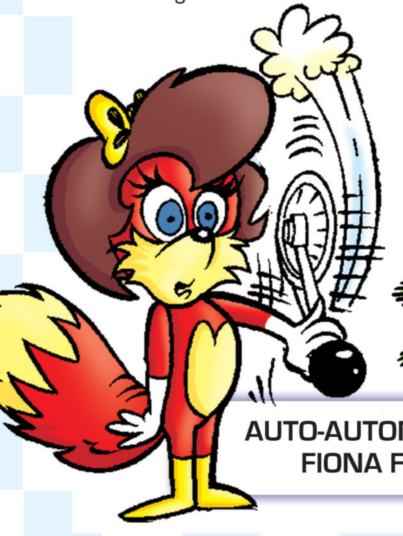


AUTO-AUTOMATON SALLY WAS NEARLY INDISTINGUISHABLE FROM THE REAL SALLY

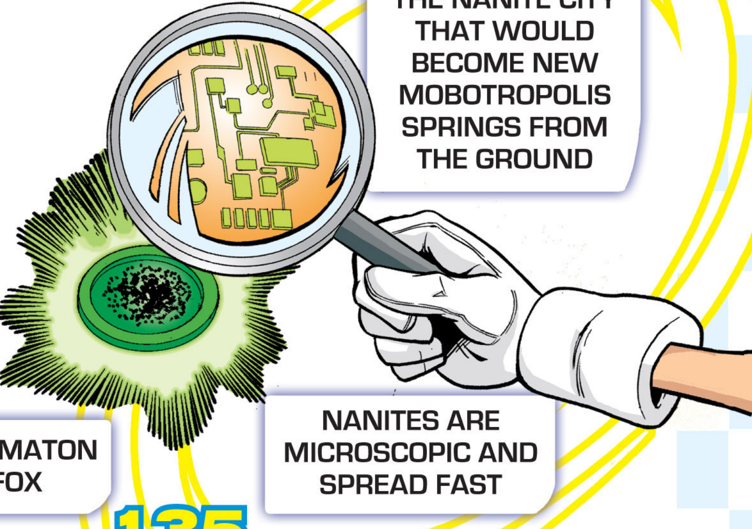
The nanites are a series of nearly microscopic, bug-like machines. They can self-replicate using raw materials around them, quickly growing from one to a few thousand in minutes. They were used to infect and immobilize the **Secret Service** and used by **Anonymous** to manipulate Jules, **Bunnie**, Tommy and to create the **Nanite City**. Some good came of the tiny nightmares, however. **Nicole** took control of the billions of units that made up the Nanite City, transforming it into the **New Mobotropolis** of today. Under her command, the nanites simulate trees, grass, and provide an adaptive defensive strategy against incoming attacks.



THE NANITE CITY THAT WOULD BECOME NEW MOBOTROPOLIS SPRINGS FROM THE GROUND



AUTO-AUTOMATON FIONA FOX

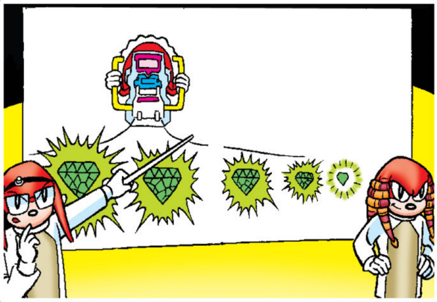


NANITES ARE MICROSCOPIC AND SPREAD FAST

CHAOS SYPHON

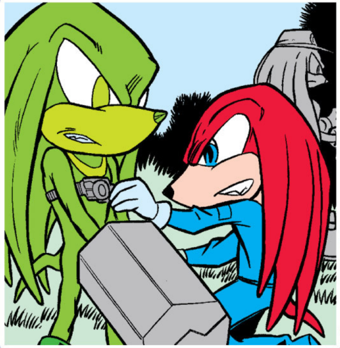
PROFILE STATS:

First Appearance:
Original Model:
Sonic the Hedgehog #35
Chaos Syphon Suit:
Sonic the Hedgehog #94
Chaos Syphon Room:
Sonic the Hedgehog #118

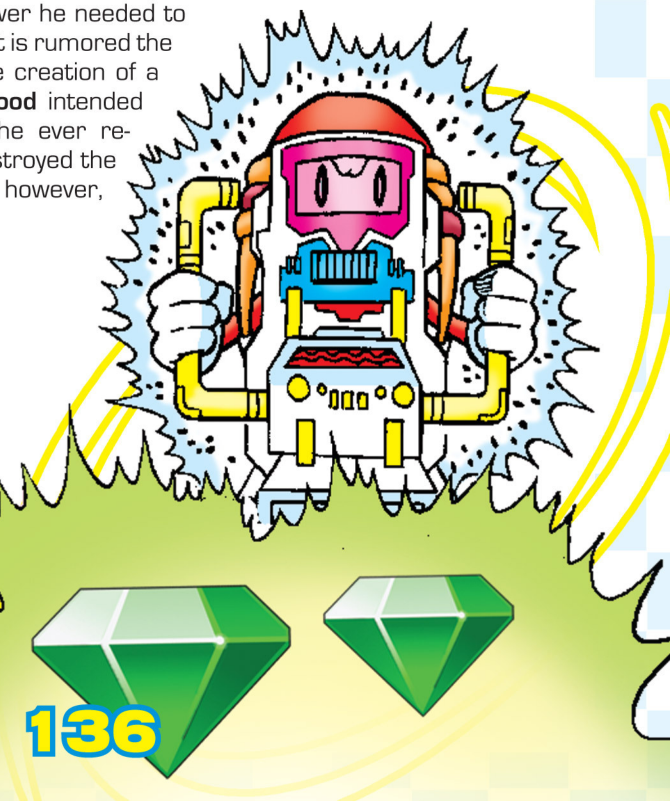


EDMUND AND DIMITRI EXPLAIN THEIR PLANS FOR THE CHAOS SYPHON

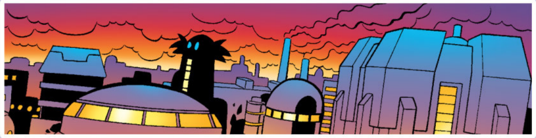
The original Chaos Syphon was invented by the brothers **Edmund** and **Dimitri**. It was meant to slowly and safely drain the power of the **Chaos Emeralds** keeping **Angel Island** aloft and gently return it to the surface of **Mobius**. Its only use, however, was at its maximum setting; it ended up irradiating its operator, Dimitri, with incredible amounts of Chaos energy. Another was granted to **Turbo Tails** by the **Ancient Walkers** to combat **Master Mogul**. The technology was later researched and improved upon by the **Albion** scientist **Dr. Finitevus**. He streamlined the bulky contraption into a sleek full-body suit that was monitored by a mobile station. He attempted to use the suit to bring the powers of "Chaos Knuckles" under control. Like Dimitri before him, Dr. Finitevus was accidentally bathed in Chaos energy and was altered. The latest version was crafted by **Mammoth Mogul** shortly after his escape from the **Master Emerald**. He outfitted Dimitri's hospital room with equivalent technology and then lured "Chaos Knuckles" into the room. "Chaos Knuckles" attempted to overload the system and blew up the entire facility. Unfortunately, Mogul's craftsmanship was too good and he received the power he needed to become Master Mogul yet again. It is rumored the technology was used again in the creation of a scepter-like device the **Brotherhood** intended to use against **Enerjak** should he ever re-emerge. **Sonic the Hedgehog** destroyed the device before it could ever be used, however, so we will never know.



CHAOS KNUCKLES BEING PREPARED TO BE AFFECTED BY THE CHAOS SYPHON SUIT



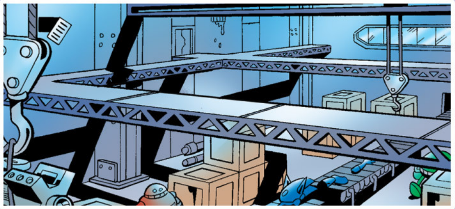
NEW MEGAOPOLIS



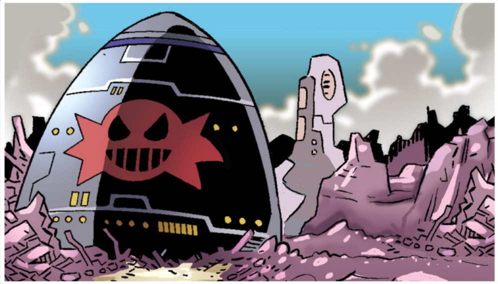
New Megaopolis was the capital city of the **Eggman Empire**. It once was one of the premier cities of the **Overland** and was often thought of as the research, artistic and cultural capital of **Mobius**. The actual capital was **MegaCentral**. New Megaopolis's splendor was the breaking point for the Overland. Already straining for resources, the state-of-the-art city brought the Overland to a crisis which was one of the leading factors of the **Great War**. After the Overland lost the war, the majority of the population left to pursue their fortunes either in the **United Federation** or in space. The remaining citizens struggled to maintain their metropolis; some were captured and used as test subjects by **Dr. Ivo Robotnik**.

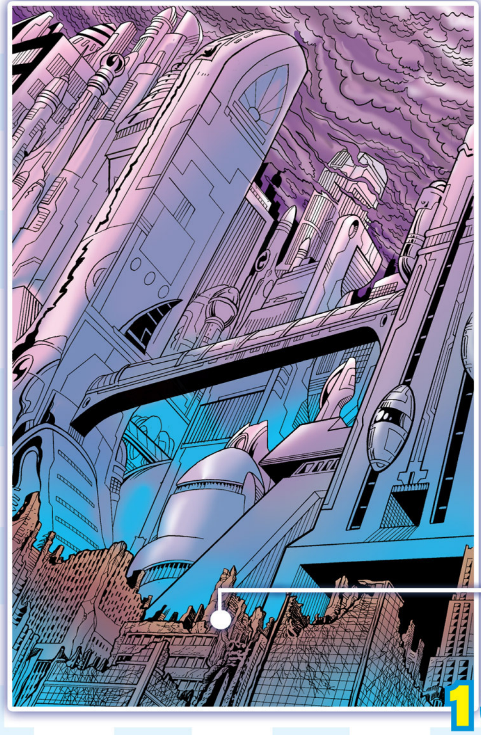
With the destruction of **Robotropolis**, **Dr. Eggman** moved to various cities under his command, ultimately settling in New Megaopolis. Already an industrial city, he further converted it to do nothing but churn out robots and weapons for his empire. At the center of the city was the **EggDome** – a massive bunker that was in fact the hidden and under construction **Death Egg II.**

Most of the city was leveled by the fourth **Enerjak**, rendering it useless to Dr. Eggman. When the Death Egg II launched, it tore up what was left of the city.



EGG FLEET
ASSEMBLY FACTORY

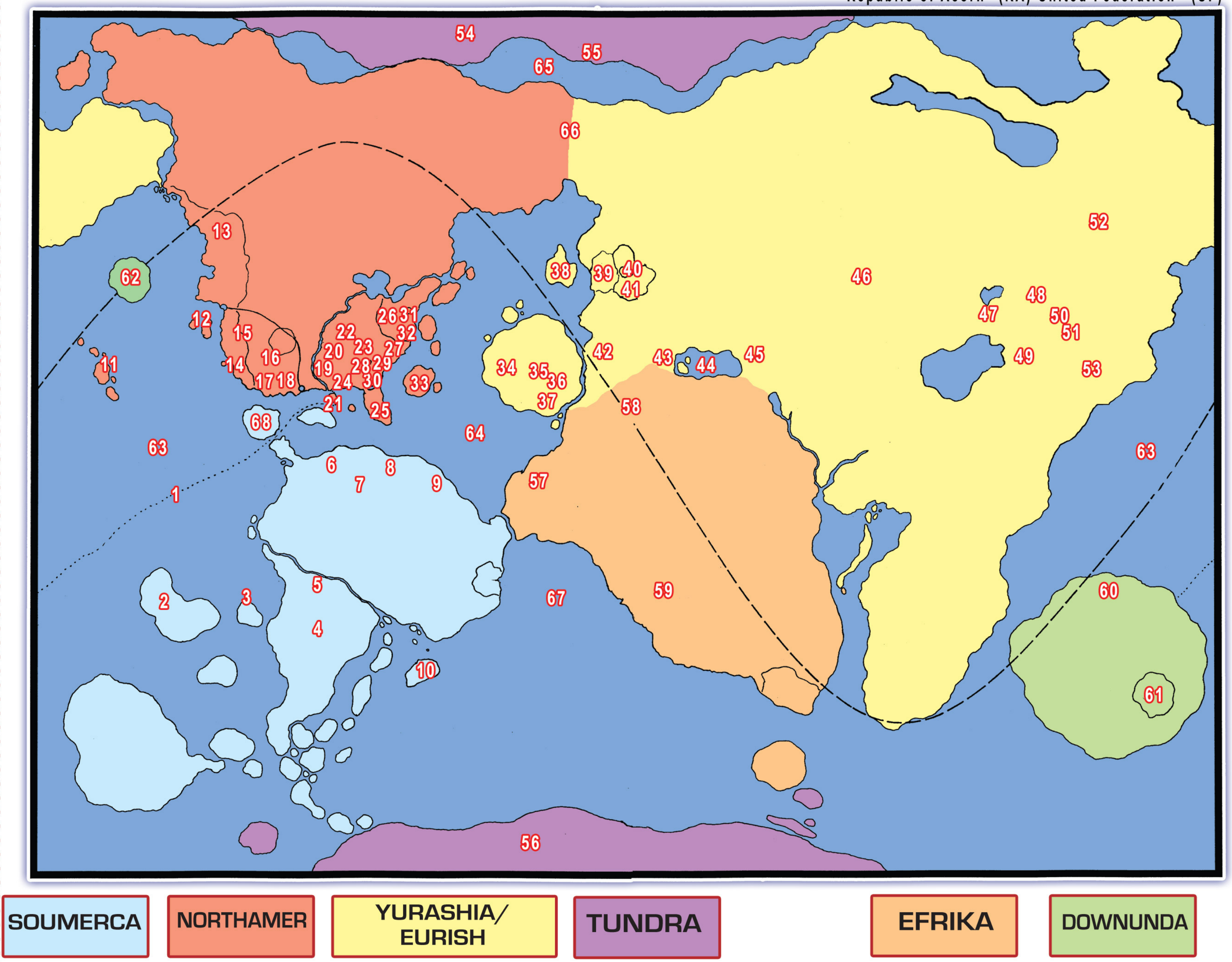




OLD
MEGAOPOLIS
RUINS

WORLD MAP

LEGEND
Eggman Empire (EE) Former Overland (FO)
Dragon Kingdom (DK) Kingdom of Mercia (KM)
Republic of Acorn (RA) United Federation (UF)



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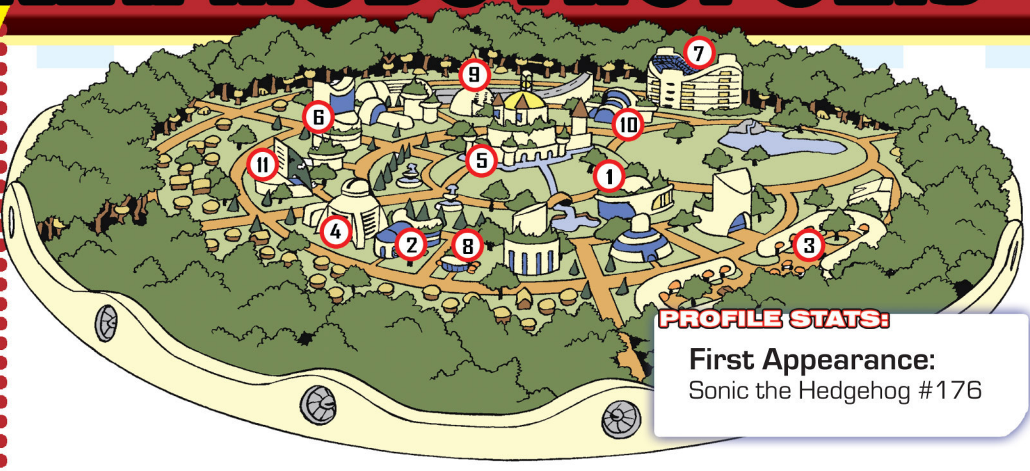
SOUMERCA
NORTHAMER
YURASHIA/ EURISH
TUNDRA
EFRIKA
DOWNUNDA

KEY

1 – Cocoa Island
2 – Gascarma
3 – Dorcea
4 – Great Rainforest
5 – Temple of Shazamazon
6 – Wolf Pack Nation
7 – Mystic Ruins
8 – País Mysterioso
9 – Station Square (UF)
10 – Vesuvio
11 – Flicky Islands
12 – Big Kahuna Island (EE)
13 – Golden Hive Colony Ruins (EE)
14 – Gravestone (EE)
15 – Great Canyon
16 – Great Desert
17 – Sand Blast City
18 – Oil Ocean Refinery (EE)
19 – Furville (RA)
20 – Feral Forest (RA)
21 – Devil's Gulag (RA)
22 – Casino Night Club / Bottom of the Barrel Bar & Grill
23 – Robotropolis Ruins (RA)
24 – Southern Baronies (RA)
25 – Mobian Jungle
26 – MegaCentral (FO)
27 – New Mobotropolis (RA)
28 – Great Forest (RA)
29 – Freedom HQ (RA)
30 – Great Wastes/Knothole Ruins (RA)
31 – New Megaopolis Wastes (EE/FO)
32 – Old Megaopolis Ruins (EE/FO)
33 – Leung West
34 – Westopolis (UF)
35 – Central City (UF)
36 – Guardian Mountain / G.U.N. HQ (UF)
37 – Spagonia (UF)
38 – Albion
39 – Snottingham (KM)
40 – Never Lake (KM)
41 – Deerwood Forest (KM)
42 – Empire City (UF)
43 – Soleanna (UF)
44 – Emerald Sea
45 – Chun-Nan (UF)
46 – Kar Leung (DK)
47 – Leung Kar (DK)
48 – Iron Fortress (EE/DK)
49 – Gossamer Clan Sanctum (DK)
50 – Mt. Stormtop (DK)
51 – Stormtop Village (DK)
52 – Lethal Radioactive Zone
53 – Shinboi Clan Sanctuary (DK)
54 – Northern Tundra
55 – Iceborough
56 – Southern Tundra
57 – Kingdom of Leonus
58 – Mazuri (UF)
59 – Land of a Million Lights
60 – Priscilla (RA)
61 – Great Crater
62 – Angel Island
63 – Great Mobocean
64 – Central Sea
65 – Frozen North Sea
66 – Great Continental Bridge
67 – Great South Ocean
68 – Mt. Mobius

NEW MOBOTROPOLIS



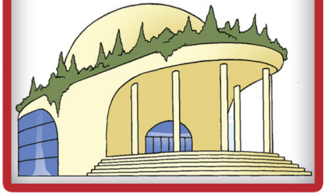
PROFILE STATS:

First Appearance:
Sonic the Hedgehog #176

New Mobotropolis is modeled and named after **Old Mobotropolis**, the former capital of the **Kingdom of Acorn**. The city prides itself on its smooth, appealing architecture and integrating the surrounding environment. The city was originally built as the **Nanite City** by **Anonymous**. It appeared to be the result of **Dr. Eggman's** nanites being unleashed to fulfill their pre-programmed duties, but it was really to hide a massive **Chaos Emerald Summoning Spire**. After Anonymous's defeat, **Nicole** took command of the nanites and, under her direction, the city was transformed into something habitable and welcoming. For now, the city's lush parks and charming forests are constructed by nanites, but plans are underway to grow real greenery in these spaces. The city is also outfitted with **unobtrusive hologram projectors**, allowing Nicole to live and work next to the citizens of the city. The residential area is set to the side and built close together for comfort. Most of the citizens grew up in the limitations of **Knothole Village**, so the close neighbors are a familiar sight. **The Marketplace** is nearby for convenience for those both buying and selling. Most produce is farmed in small, personal gardens, but some is brought in from surrounding villages and private farms. The city is built to provide whatever its residents need. The **school** and **science center** are for pursuing higher knowledge while the **coliseum** is where they can forget their worries and enjoy a concert by the **Forget-Me-Knots** or thrill at the **Dirt Hockey Championship**. The **King Frederic Airbase** acts as the city's **airport**, and the **Tommy Turtle Memorial Hospital** heals the wounded while welcoming new lives into the world. At the center is **Castle Acorn**. This majestic palace is home to the royal family and serves as the government center. The **Council of Acorn's** tribunal sits at the heart of the castle. Surrounding the entire city is a sturdy wall. Thanks to the nanites, this wall can seal against invaders and project a protective forcefield around the city.

1

CITY LIBRARY



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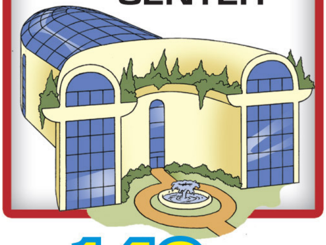
CIVIC CENTER



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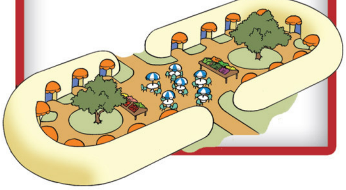
MOBOTROPOLIS MARKET



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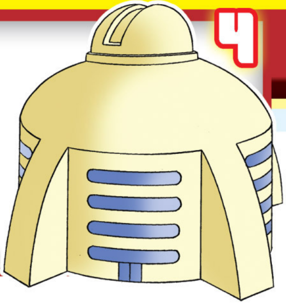
SCIENCE CENTER



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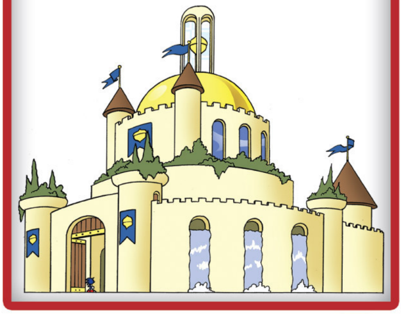
CASTLE ACORN



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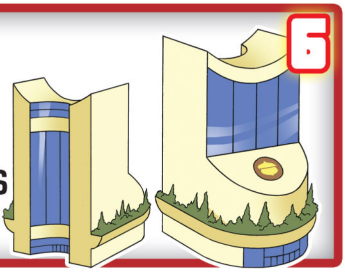
ROYAL ARMY HEADQUARTERS



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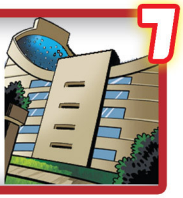
COLISEUM



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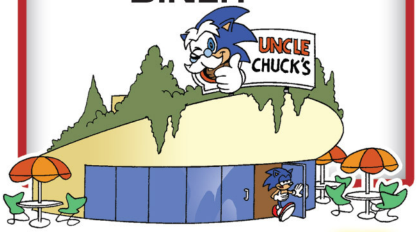
UNCLE CHUCK'S DINER



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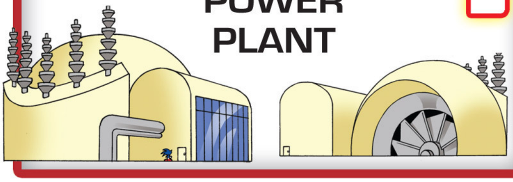
POWER PLANT



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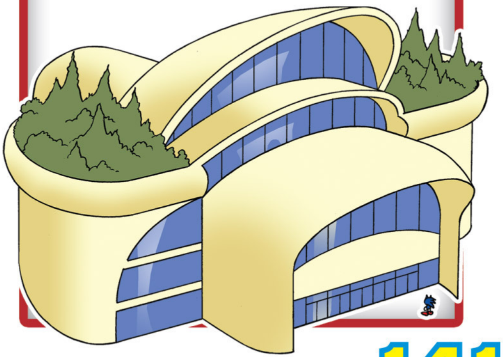
MOBOTROPOLIS SCHOOL



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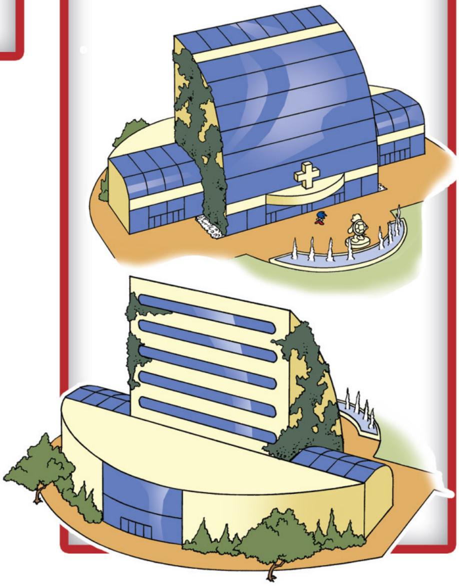
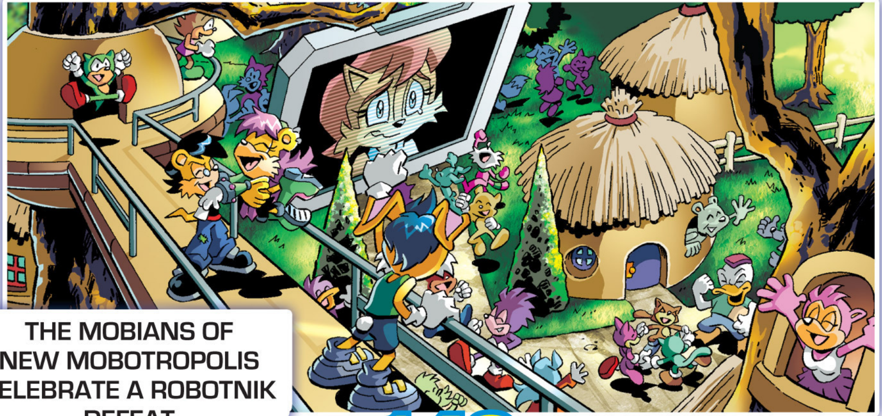
TOMMY TURTLE MEMORIAL HOSPITAL



WHAT ARE MOBIANS?

Mobius is **Earth** tens of thousands of years after the **Xorda** ended most life on the planet. Therefore, technically speaking, "Mobian" refers to all sentient beings that arose afterwards. However, "Mobian" has come to refer specifically to the anthropomorphic sentient beings. Many resemble species from old Earth (e.g. dogs, foxes) while others share the name but look much different than their ancestors (e.g. hedgehogs, echidnas). Mobians average three feet tall, but they can range from tiny (fire-ants: six inches) to enormous (lions: seven feet). Most races tend to pair up with their own kind, although interracial pairings happen regularly as well. The latter pairings usually result in twins: one male with his father's traits and one female with her mother's traits. On very rare occasions a single hybrid child will be born. These children look more like one species than the other, but will often have a striking trait of the other parent.

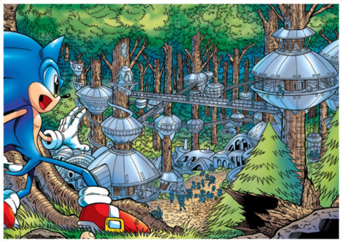
Mobian culture is incredibly dense and is nearly indecipherable. Males typically wear very little, but will often wear more if they're of a position of power. Females typically dress more than males and more ornately when in an authoritative position. Mobians typically group together by their race or in small, multiracial villages. Large gatherings of multiple kinds of Mobians, such as **New Mobotropolis**, are a rarity. This is not out of any animosity, but the habit of Mobians to not gather in large numbers. Mobians also tend to be innately merciful and generous. Many conflicts between them and their genetic cousins, the **Overlanders**, feature Mobian forgiveness bordering on naivety. Overlanders are technically Mobians themselves. If **Sonic** is a "Mobian hedgehog," then an Overlander is a "Mobian human." They're typically more athletically built than humans and tend to have more colorful hair. They also tend to only have four fingers like many Mobians, but five fingers are common among both races. Like Mobians, Overlanders can range vastly in size (e.g. **Snively Robotnik** vs. **Ivo Robotnik**), but not as commonly. The general term for the world's fauna is "Mobini." These can be recognized as the non-sentient animals of Mobius, although many show striking insight sometimes. Sonic's dog, **Muttski**, is an example. The porcine **Pickies**, songbird-like **Flickies** and game fowl **Cluckies** are also examples. Many other species of fish and insect Mobinis exist, although some seem to blur the line between Mobinis and Mobians. It is this unfortunate lack of clarity that has led to some Overlander bias against the Mobians in general.



THE MOBIANS OF NEW MOBOTROPOLIS CELEBRATE A ROBOTNIK DEFEAT

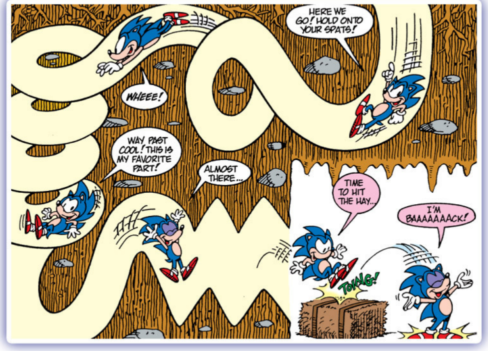
GREAT FOREST & KNOTHOLE VILLAGE

The Great Forest is a broadleaf forest that dominates most of the **Northamer** continent. Many trees are hundreds of years old, especially at the center. It is so large and so thick that it conceals the shallow **Great Valley** from aerial view. The Great Valley was once part of a network of limestone caves washed out and exposed to the world thousands of years ago. It was the perfect place for Knothole Village. The limestone caverns in the surrounding land remained accessible, which served the needs of their residents well. Knothole was an ancient settlement adopted by **Mobotropolis** and used primarily by the royal family and their court. After **Dr. Robotnik's** coup d'état, it served as the staging grounds for the **Original Freedom Fighters** and the homes for the next generation. The second generation of **Freedom Fighters** used one cave in particular as their clubhouse. Over time it would become their base and eventually **Freedom HQ.**

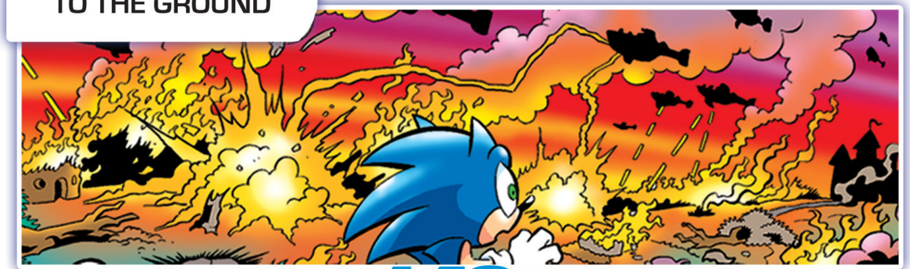

KNOTHOLE CITY

Knothole remained a small, rustic village for a long time. At the end of the **First Robotnik War** it became a refuge for the Robians. At the start of the **Second Robotnik War** it hosted both Robians and Mobians, but not comfortably. The village reached its breaking point when it also hosted the Overlanders who had returned from space, although the Overlanders moved on to the **United Federation**.

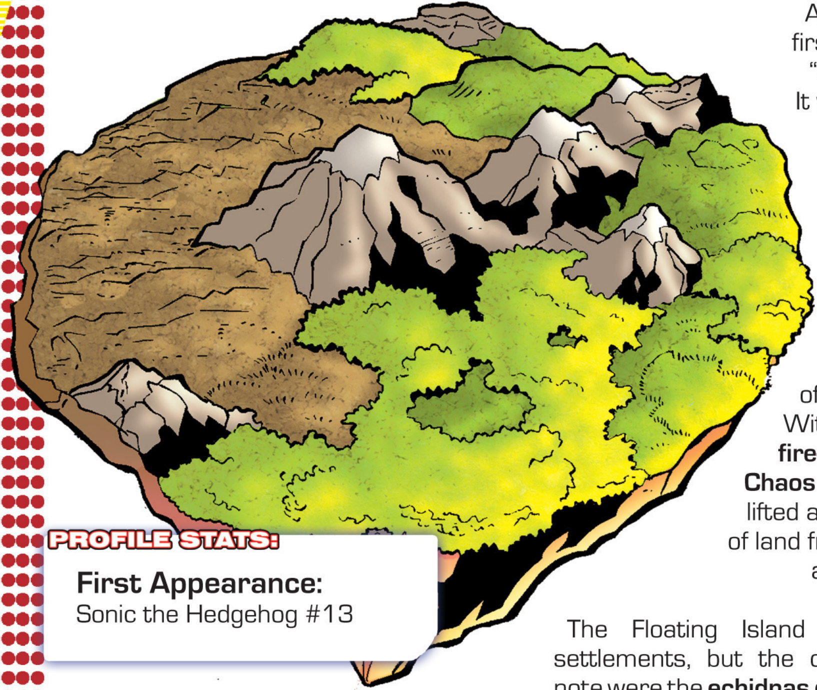
For a time, the village existed in a **pocket zone** three hours in the future, though this was reversed. During **Sonic's** year in space the village expanded and became **Knothole City**. Since its location was already known to the **Eggman Empire**, the city opted to flourish and the Freedom Fighters fought to protect it. Ultimately, the overwhelming might of the empire won out and the village was burned to the ground. The barren area is now known as the **Great Wastes**.


SECRET TREE SLIDE TO THE FREEDOM FIGHTER CLUBHOUSE

HERE WE GO! HOLD ONTO YOUR SPATS!
WHEEE!
WAY PAST COOL! THIS IS MY FAVORITE PART!
ALMOST THERE...
TIME TO HIT THE HAY...
TOING!
I'M BAAAAAAACK!


SONIC WATCHES AS KNOTHOLE BURNS TO THE GROUND

ANGEL ISLAND



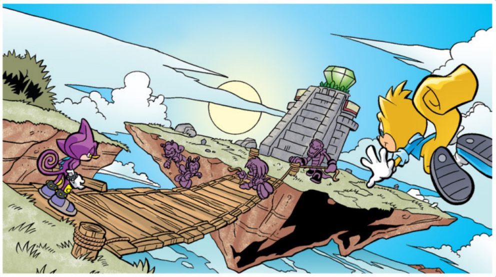
Angel Island was first known as the "Floating Island." It was created six hundred years ago when the scientists **Jordann** and **Kayla-La** discovered the **Great White Comet** about to hit their city of **Echidnaopolis**. With the aid of the **fire-ants** and many **Chaos Emeralds**, they lifted a massive chunk of land from **Downunda** and into the sky.

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #13

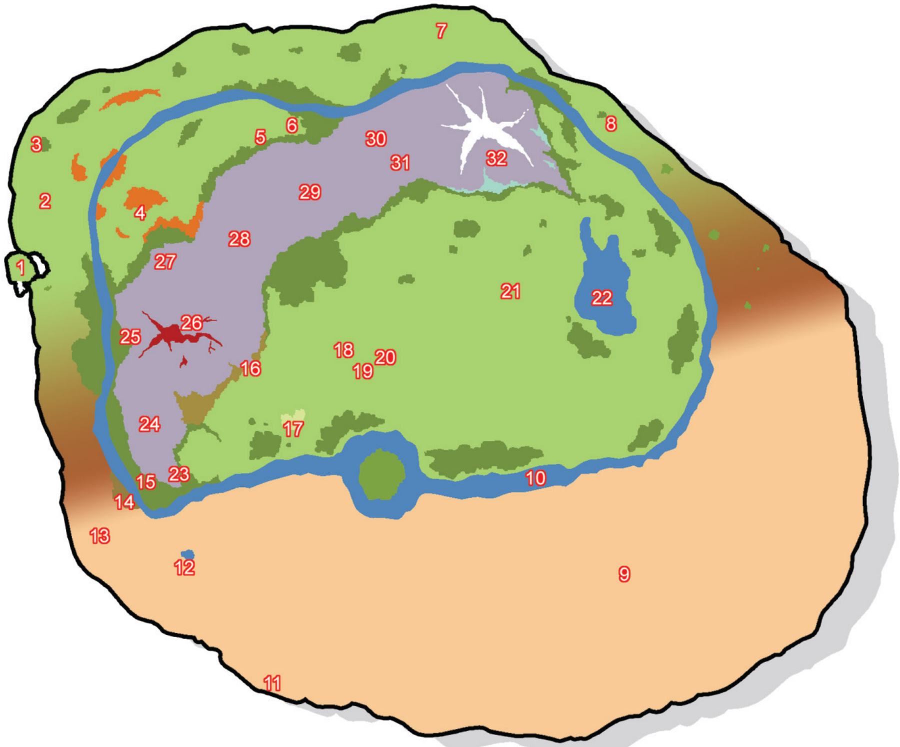
The Floating Island hosted many settlements, but the communities of note were the **echidnas** of Echidnaopolis and the **Dingo Regime** of **Cave Canem**. Tensions were high between the two due to the Dingo Regime often raiding their neighbors for technology. The breaking point came when the dingoes unleashed a nuclear strike. The attack was foiled, but the island was ruined by nuclear fallout. **Guardian Hawking** used **Dimitri's** research to move each settlement into its own **pocket zone** while he and the **Brotherhood** oversaw the cleanup of the island. It took over a hundred years to return it to its natural splendor, but eventually almost all societies were returned to the island.

The **Happyland Amusement Park** was erected overnight by **Dr. Ivo Robotnik** as a plot to destroy the **Freedom Fighters**. The after-effects of the Ultimate Annihilator broke down the last of the pocket zones, destroying Cave Canem and returning Echidnaopolis to the island. The island was renamed "Angel Island" after **Knuckles'** distant ancestor, **Angel-La.** Soon after, the **Eggman Empire** invaded the island and destroyed Echidnaopolis while establishing a new version of Cave Canem. The Dingo Regime briefly took control of the island only to have their city wiped out by the fourth **Enerjak.**



SHRINE ISLE, CURRENT HOME OF THE MASTER EMERALD

Angel Island, despite the chaos, remains beautiful. The **Dragon Spine Mountains** rise through its middle, and the **Eternal River** winds its way in a ring around the island. The **Marble Gardens** glisten in the jungles, while redwoods and giant fungi dominate the **Mushroom Hills**. The **Sandopolis Desert** consumes almost half of the island and hides many secrets. The chameleons keep to themselves in **Rainbow Valley** while the remains of the Dingo Regime regrouped around the **Azure Lake Oasis** deep in the desert. Knuckles and the Chaotix keep watch over the **Master Emerald**, which now keeps the entire island aloft from its perch on tiny **Shrine Isle**. Meanwhile, the **Hidden Palace Zone** and **Hydro City** rest deep in the heart of the island, holding many unsolved mysteries.



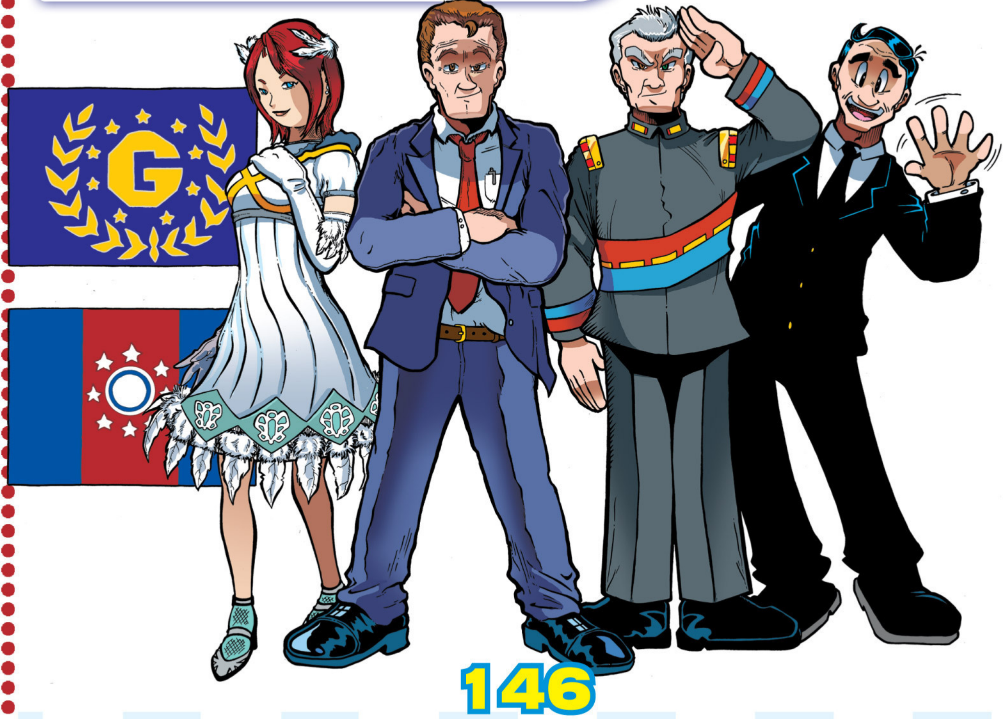
1) Shrine Island **2)** Launch Base **3)** Strawberry Fields **4)** Mushroom Hills **5)** Hydro City **6)** Swampy Swamp **7)** Happyland Amusement Park **8)** Royal Compound **9)** Sandopolis Desert **10)** Eternal River **11)** Tasmanian Ruins **12)** Azure Lake Oasis **13)** Forbidden Zone **14)** Haven **15)** Grand Conservatory **16)** Fire-Ant Hill **17)** Rainbow Valley **18)** Knuckles' Burrow **19)** Echidnaopolis Ruins **20)** Cave Canem **21)** Destroyed Dark Legion Base **22)** Lake Nessie **23)** Mt. Fate **24)** Marble Garden **25)** Rocky Hill **26)** Lava Reef **27)** Red Mountain **28)** Mt. Osohai **29)** Hidden Palace **30)** Mt. Thunder **31)** Sky Sanctuary **32)** Ice Cap

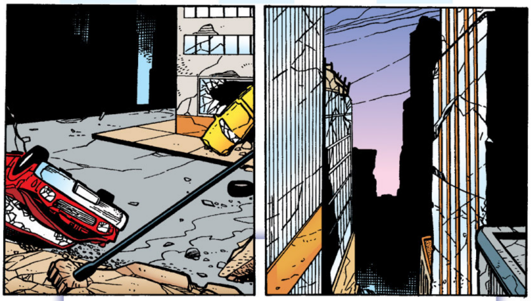
UNITED FEDERATION

Tens of thousands of years ago, the **Xorda** invaded **Earth**, destroying almost all life. With almost no time to prepare, a few cities were built in concealment. Only a fraction of humanity survived in these cities as the rest of the planet was reshaped by the **Gene Bombs**. Time passed, continents shifted, the Chaos Emeralds came and the world was renamed "Mobius" by the **Mobians**. The handful of hidden cities remained self-sufficient.

As Mobius moved on around the remaining humans, they established a network of communication and trade. This was the beginning of the United Federation. In time a formal structure came to the organization. Each city acted as its own country, and chose a different form of self-government. Each ruler represented their city-state and served as council to the **President of the United Federation**, who presides over **Central City**. To protect each other from the outside world, each city-state was sworn to secrecy. If discovered, they were to act as though they alone were all that remained of the old world to protect the others. The second line of defense was the **Guardian Units of the Nation**, or **G.U.N.** Each city-state had a commander to lead the local forces, and all these in turn answered to a single commander of all of **G.U.N.** This person answered only to the President.

FROM LEFT: PRINCESS ELISE, THE PRESIDENT, GENERAL TOWER, MAYOR BULLYANI

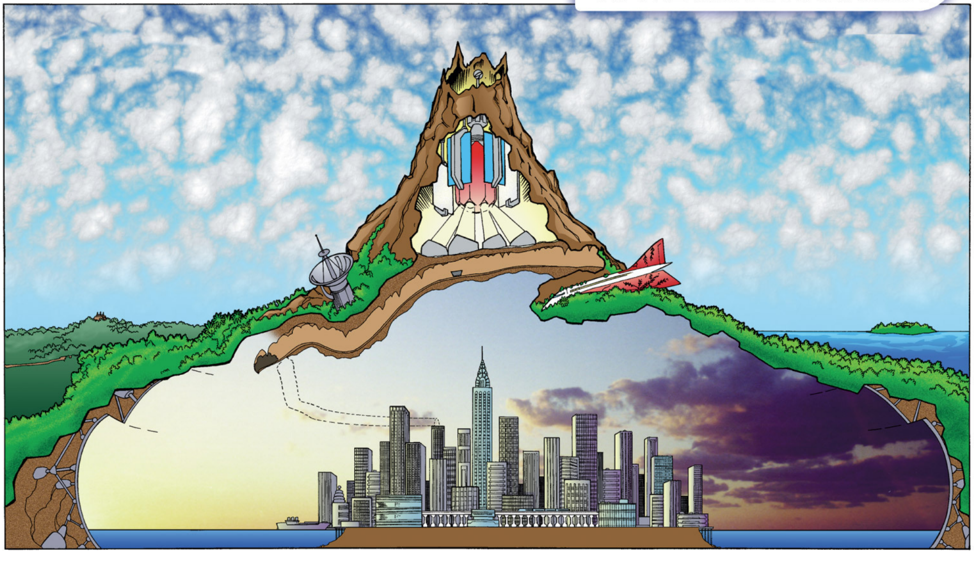



WAR-TORN STATION SQUARE AFTER THE ATTACK OF PERFECT CHAOS

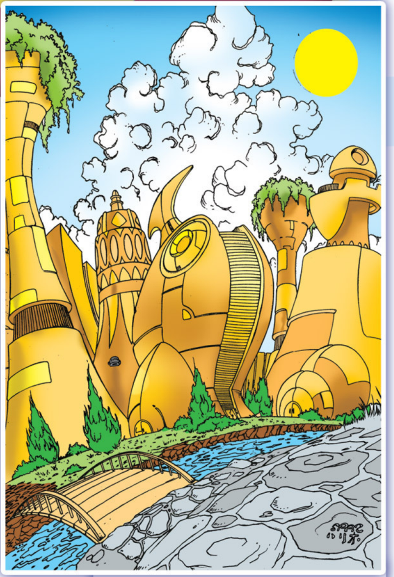
The United Federation was first discovered by their genetic cousins, the **Overlanders**. They mutually entered into the "Heritage Project," which worked to reintroduce the humans into the world and to expose the cultures to each other. At the end of the **Great War**, it was the ties of the "Heritage Project" that allowed roughly a third of the Overland to immigrate into the United Federation.

Many of the **Eggman Empire**'s efforts, including ties to "Project: Shadow," forced **Station Square** into the open. This served to establish contact between them and the **Kingdom of Acorn**; while initially tense, this allowed the Overlanders returning from their failed space mission to find a home in Station Square. Now, much of the United Federation is known to **Mobius**. It is a risky move, exposing themselves to the Eggman Empire, but the current thinking is that a publicly united front is better than hiding and hoping for the best. That said, there may still be other small cities or pockets of "Old Earth" civilizations hidden throughout Mobius.

STATION SQUARE PRIOR TO THE XORDA INVASION



ROBOTROPOLIS/ OLD MOBOTROPOLIS

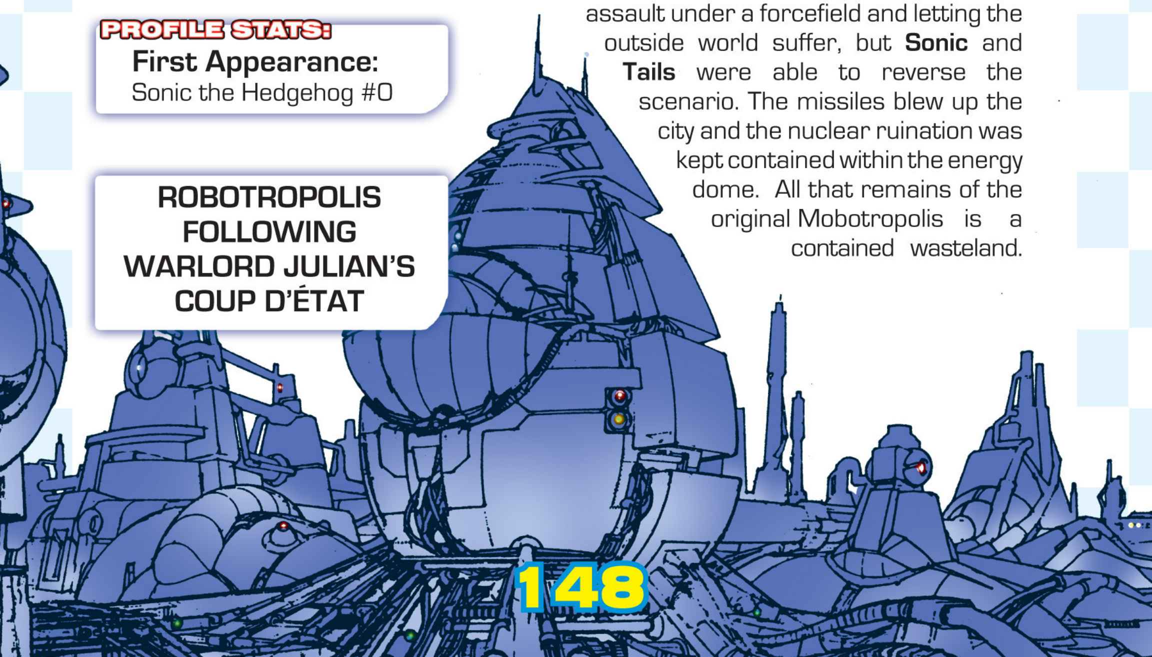


OLD MOBOTROPOLIS'S GOLDEN AGE

Mobotropolis was the capital of the **Kingdom of Acorn** and was a testament to **King Alexander Acorn's** vision of a nation built upon the talents of all kinds of Mobians. Built to coexist with the land, the city advanced greatly with the invention of the clean energy source of power rings, though the technology of the city remained simple. Its resources were enjoyed by its citizens and craved by the **Overland** to the north. Building off old hostilities and pretense in equal measure, the Overland initiated the **Great War** and eventually occupied Mobotropolis. The citizens resisted using the network of sewers to stage guerrilla attacks until the city was reclaimed. The shift came when Overlander defector **Julian Kintobor** provided his genius to the kingdom. With advanced weaponry and tactics, the Great War was ended and the city was rebuilt. This was all in preparation for Julian's second betrayal. In one fell swoop his gifts were turned against the city and it was transformed into Robotropolis. Robotropolis became dedicated to manufacturing the robots, weapons and machinery **Dr. Ivo Robotnik** needed to conquer **Mobius**. The citizens who did not resist his takeover were allowed to live and work in peace for a time but were eventually rounded up and roboticized. For ten years the city served as his capital while the **Freedom Fighters** attempted sabotage. During this time the city suffered a massive earthquake and two small nuclear incidents but managed to limp along. The city was briefly recaptured and renamed "Mobotropolis" at the end of the **First Robotnik War**. It endured a meteor shower before it was reclaimed by **Dr. Eggman** at the start of the **Second Robotnik War**. Dr. Eggman controlled the city until it was attacked in a rogue nuclear strike by **G.U.N.** Dr. Eggman planned on enduring the assault under a forcefield and letting the outside world suffer, but **Sonic** and **Tails** were able to reverse the scenario. The missiles blew up the city and the nuclear ruination was kept contained within the energy dome. All that remains of the original Mobotropolis is a contained wasteland.

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #0



ROBOTROPOLIS FOLLOWING WARLORD JULIAN'S COUP D'ÉTAT

MYSTERIOUS CAT COUNTRY & BIG THE CAT & FROGGY

The **Felidae Warriors** of the **País Misterioso** (commonly called the Mysterious Cat Country) control most of the southern region of **Soumerca**. Some territory is under dispute with the recently reformed **Wolf Pack Nation** of the north. The Felidae have a peculiar way of managing authority and hierarchy in their society. Station and identity rely on one's clothing. For example, **Queen Hathor** of the País Misterioso is considered (and even acts) as a normal citizen unless she is wearing her mantle. When dressed as the queen, she "transforms" into the role. The Felidae are also markedly brutal, with duels to end disputes and capital punishment being the norm. Even children do not receive any mercy in this vicious system. This may have some origin in their dealings with the **Second Echidnaopolis Colony**. The Felidae were not welcoming to the **Albion** colonists and met violent resistance from the **Knuckles** and **Nocturnus Clans**, who refused to give up the land they had claimed for themselves. Had extenuating circumstances not intervened, the three peoples may have done each other in. The violent lifestyle is not for everyone. While a sizable community lives on the east coast, many more smaller tribes and individuals – like Big the Cat – live throughout the region. Not all of these smaller tribes follow the brutal ways of the larger community, but the practice of identifying ones station through his or her attire remains a fairly constant trait.

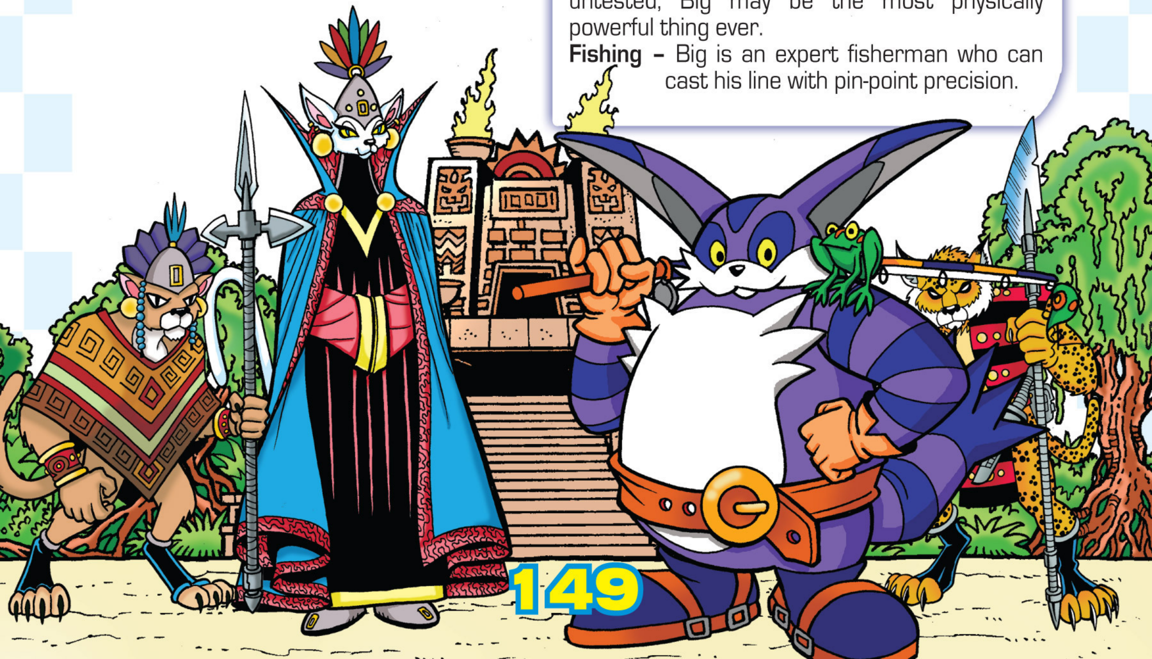
Big the Cat lived primarily on his own in the jungles of Soumerca and rarely associated with his people. Their customs proved too complicated and violent for him. Big is devoted to a life of leisure and the pursuit of fish. Big is not terribly bright, and his simplicity gives him a child-like nature. While he's a gentle, kindly soul, his unblinking gaze can unnerve people at times. Big's companion and best friend is a **Mobini** frog named Froggy. Froggy got the two of them mixed up in a grand adventure when he accidentally ingested and became possessed by **Chaos's** missing tail. This made him a target of **Dr. Eggman**, and Big risked everything to rescue his friend. Big's friendliness towards outsiders eventually lead to his being exiled from the region, so he moved to **New Mobotropolis** and now serves on **Team Freedom.**

PROFILE STATS:

First Appearance (Felidae Warriors & Big the Cat): Sonic the Hedgehog #80

Abilities (Big): Super Strength – While untested, Big may be the most physically powerful thing ever.

Fishing – Big is an expert fisherman who can cast his line with pin-point precision.



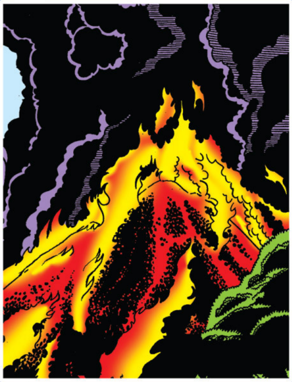
DRAGON KINGDOM

PROFILE STATS:

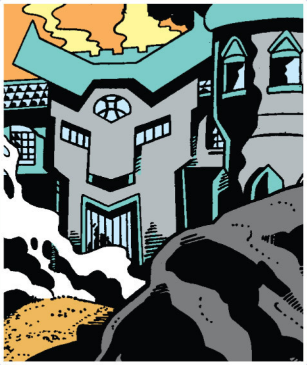
First Appearance:
Sonic the Hedgehog #60

The Dragon Kingdom refers to the sprawling region that dominates most of **Yurashia.** Legend says that it was the original birthplace of the dragons, and that its unique geography came from their epic battles. The dragons eventually saw the folly of their warring and left the region, leaving behind a prophecy stating that if the land again fell into turmoil, it would be saved by the **Golden Lotus King**. This legend is the source of the **Golden Lotus Temples**, which promote peace through meditation and await the arrival of the King. These are frequented by the "Free People" – the farmers, craftsmen, and villagers who live independently of any affiliation aside from their home towns.

The region is sharply divided, however. Four separate **ninja clans**, or "Houses," are in constant conflict. Each House is ruled by a "Bride" and is species-specific. These Houses were challenged by the **Iron Dominion**, local enforcers that served the **Eggman Empire**. While the **Free People** want only peace, the power struggle has been long-running. There has been a recent, dramatic shift in the status quo; with the death of the **Bride of Rich Nights**, the **Yagyu Clan** has dissolved into bands of thieves run by **Yagyu Lords**. The Iron Dominion has fallen while the **Raiju Clan** stands to take their place as agents of the Eggman Empire. Meanwhile, the Free People finally have a champion. **Monkey Khan** has accepted the title of **King of the Free People** and works to negotiate peace and equality for all. Should he fail, he has the power to protect those who cannot protect themselves.



MT. STORMTOP ABLAZE

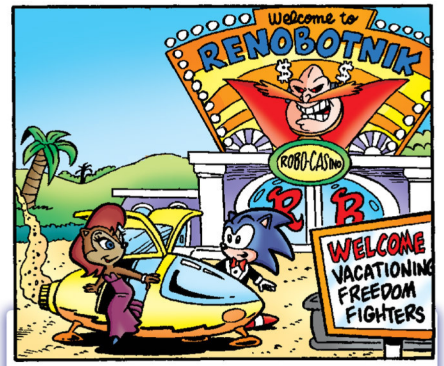


THE IRON FORTRESS

CASINO NIGHT

PROFILE STATS:

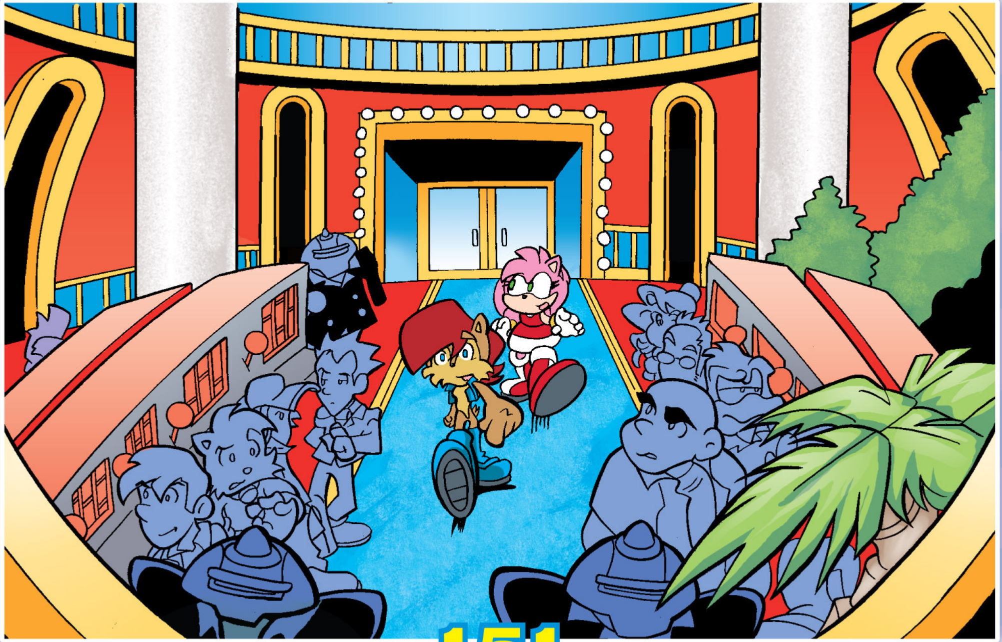
First Appearance:
Sonic the Hedgehog #1



SONIC AND SALLY MAKE THEIR FIRST VISIT TO CASINO NIGHT

Casino Night was once a gambling resort created by **Dr. Ivo Robotnik** as a trap. Initially staffed and occupied exclusively by **badniks**, it was destroyed but later rebuilt. Then, by the end of the **First Robotnik War**, it was forgotten.

Eventually it was rediscovered by **Mammoth Mogul**. Tired of his plots for world domination being thwarted by children, Mogul focused his energies (and vast wealth acquired over his lifetime) on sprucing up the casino. The old badniks, including **SWAT Bots**, were given new purpose, which they appreciated. It was billed as a legitimate resort and quickly became an attraction to not only locals but even those so far away as the **United Federation**. Mogul had not become a totally legitimate business man, though. He acquired and moved the **Bottom of the Barrel Bar and Grill** and connected it to the casino. The "BBB&G" is was sleazy dive where the lowest of the low gathered, and it remains that way under Mogul's command. Now Mogul presides over a slowly-growing economic empire while keeping close tabs on the **Mobius Underworld**. He uses his power and influence to his advantage, causing no end of harassment for **Sonic** and the **Freedom Fighters**.

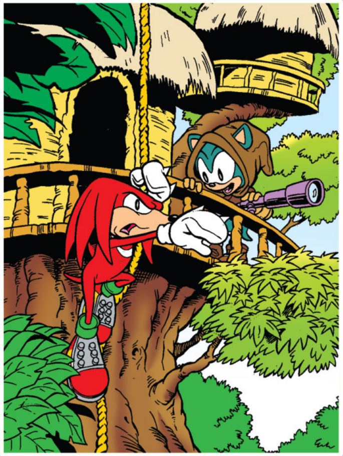


DEERWOOD FOREST

PROFILE STATS:

First Appearance:
Sonic the Hedgehog #58

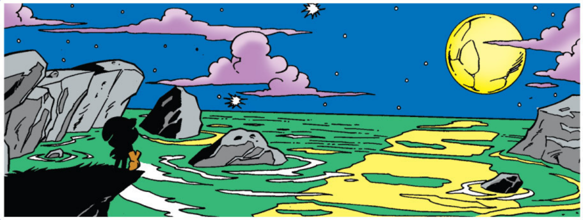
Deerwood Forest is very much like the **Great Forest** but is dominated primarily by pine and other evergreen trees. It covers almost all of **Mercia** and surrounds the capital city of **Snottingham**. Within the forest lies **Never Lake**.



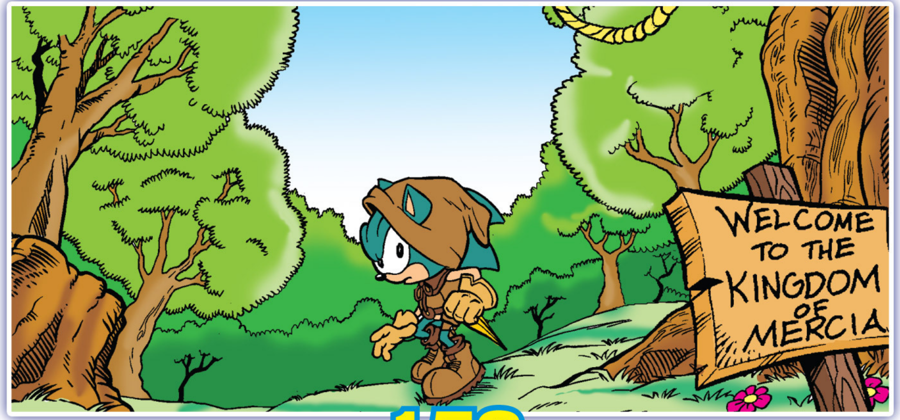
ROB AND KNUCKLES SPY ON THE HIGH SHERIFF FROM THE TOWERING TREES OF DEERWOOD

Deerwood's towering, ancient trees make it the perfect dwelling for the embattled people of the **Kingdom of Mercia**, and it is viewed as a safe haven. Expansive networks of treetop villages nearly span the length of the entire forest, and make for ideal defensive positions against hostile forces.

Deerwood Forest also serves as a hidden, rustic home of the **Mercian Freedom Fighters** and their secret village of **Hideaway.**



ON THE SHORES OF MERCIA, NEAR THE ANCIENT, HIDDEN ECHIDNA CITY OF ALBION."

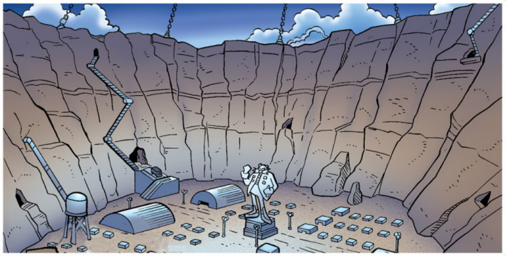

WELCOME TO THE KINGDOM OF MERCIA

DOWNUNDA

PROFILE STATS:

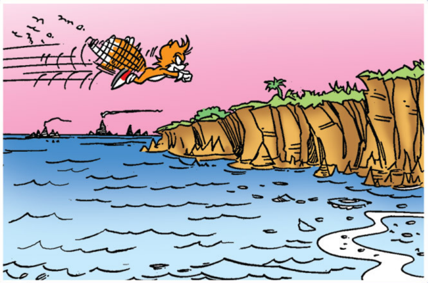
First Appearance:
Tails #1

Downunda is an island continent in the southern waters of **Mobius.** It is the original home to many unique Mobian races, including the **Tasmanian devils** and the **fire-ants**. The **Great Crater**, the former resting place of **Angel Island,** it was where **Athair** spent a great deal of time meditating, and has at times served as the base of operations for the **Eggman Empire's** resident sub-boss.



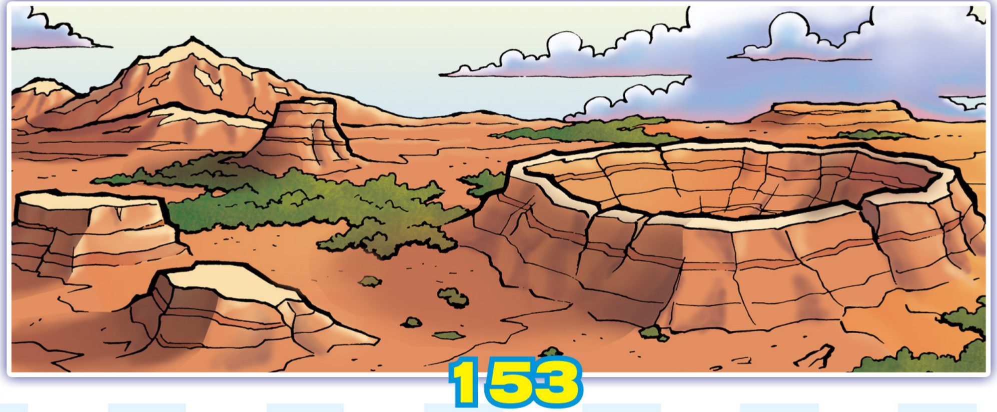
DR. EGGMAN'S DARK EGG LEGION HEADQUARTERS IN THE GREAT CRATER

The region was often terrorized by the malevolent **super-badnik**, **Crocbot**, but was liberated by the **Downunda Freedom Fighters**. Now, however, the land is threatened by the resident **Dark Egg Legion** chapter. There are also many settlements through the rustic **Outback**, such as the coastal town of **Priscilla**, founded as a colony for the **Kingdom of Acorn** many years ago. As such, many Downundans defer to the **Republic of Acorn**.



TAILS APPRACHES DOWNUNDA FROM ITS NORTH-WESTERN SHORES

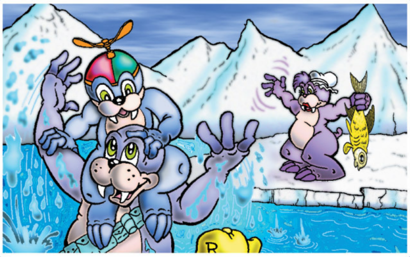
The land is still full of secrets, among them the legendary **Bunyip**. This massive, mythic beast has incredible power but few have ever seen it. It usually rests peacefully in the waterways of the continent but, due to the pollution caused by the Eggman Empire, it was pushed to violence. Once again, it was the efforts of the Downunda Freedom Fighters that saved the day.



OCEANS & ARCTIC

PROFILE STATS:

First Appearance :
Walrus Herd:
Sonic the Hedgehog #31



ROTOR WITH HIS FAMILY

The oceans of **Mobius** are largely unexplored. One would presume that the **Eggman Empire** would not let so much of the world go untouched, but his only known effort came in the form of the **super-badnik Octobot**.

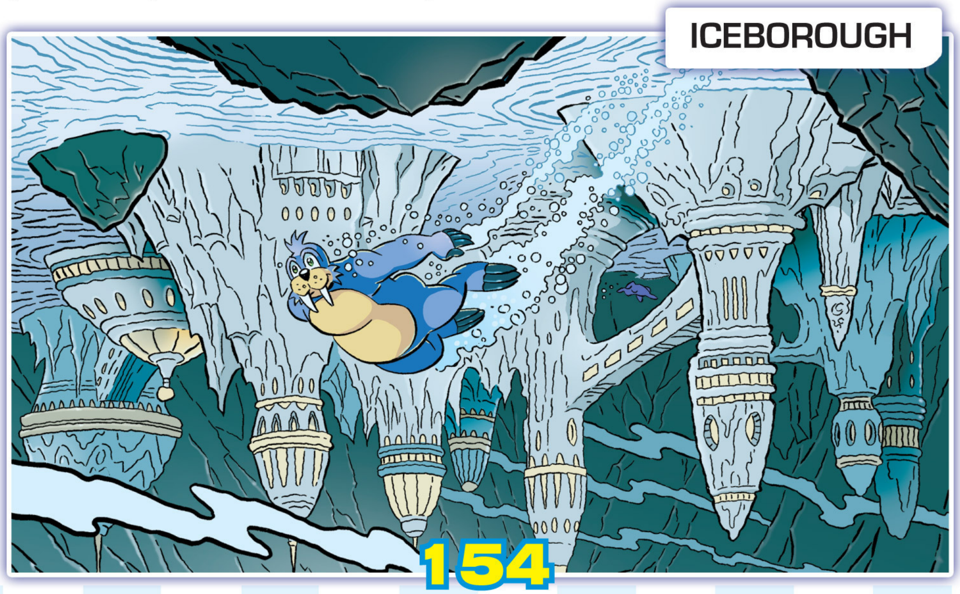
The oceans are protected by the **Forty Fathom Freedom Fighters** and are teeming with life. Countless species of **Mobini** fish, coral and other oceanic fauna and flora fill the waves. Most Mobians of the ocean are hardly anthropomorphized, somewhat blurring the line between what is considered a “Mobian” and what is a “Mobini.” The oceans feed, and in turn are fed by, the two polar caps.

Usually referred to as the **Northern** and **Southern Tundra**, they too are largely unexplored. The Southern Tundra is the most barren with only a few remnants of the **Forgotten Wars** to show anyone ever lived there.

The Northern Tundra is a bit livelier and is home to a number of tribes, most notably the **Walrus Herd** from which **Rotor** hails. The herd spends most of their days enjoying the sun on the surface, but during the nearly six months of night they retreat to the inverted and underwater city of **Iceborough** in the **North Sea.**

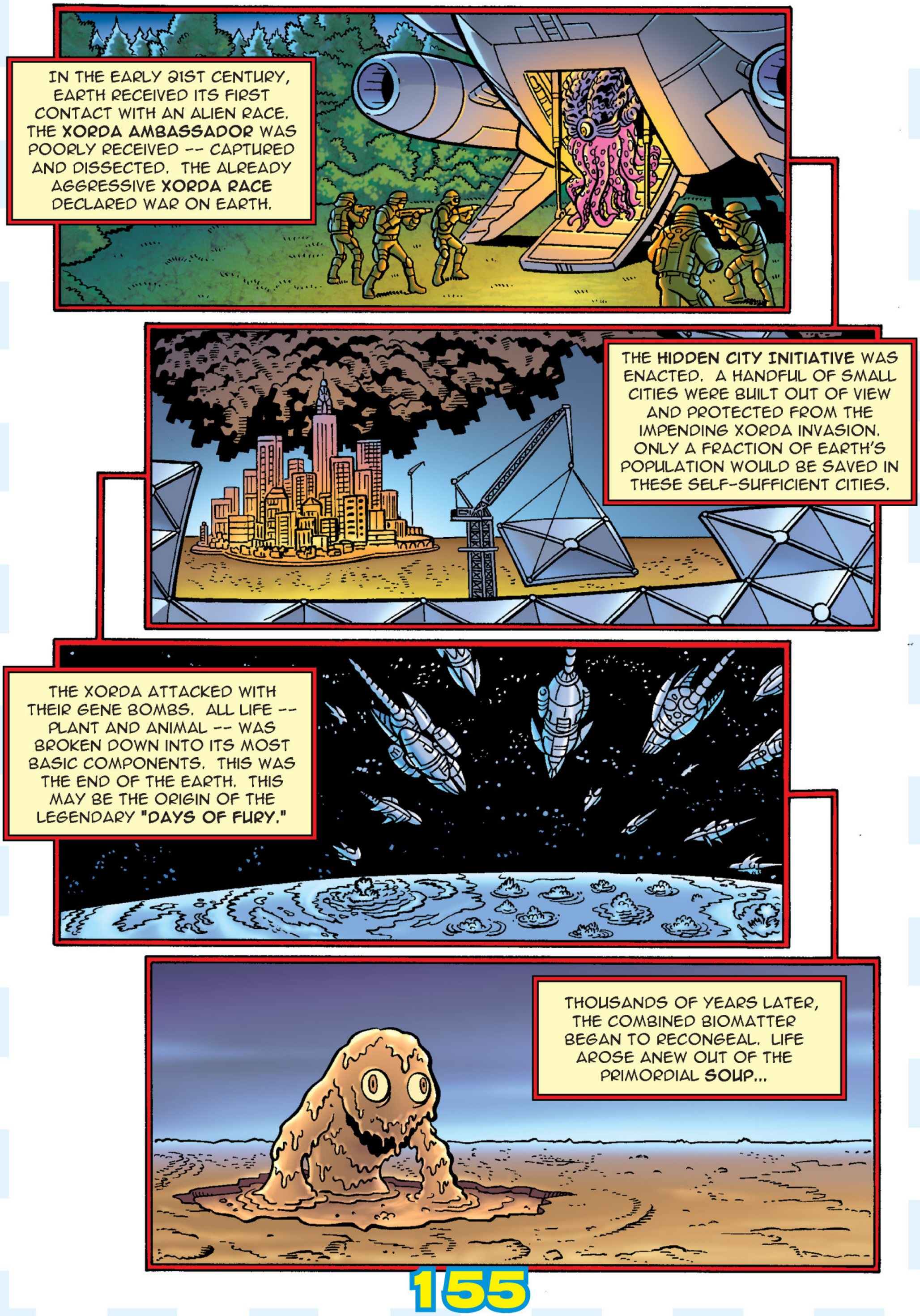
The only known danger is the local **Dark Egg Legion** chapter comprised of cybernetically-enhanced orcas led by the vicious **Grandmaster Akhlut**.

ICEBOROUGH



MOBIUS TIMELINE

ACT 1 THE GENE BOMB



IN THE EARLY 21ST CENTURY, EARTH RECEIVED ITS FIRST CONTACT WITH AN ALIEN RACE. THE **XORDA AMBASSADOR** WAS POORLY RECEIVED -- CAPTURED AND DISSECTED. THE ALREADY AGGRESSIVE **XORDA RACE** DECLARED WAR ON EARTH.

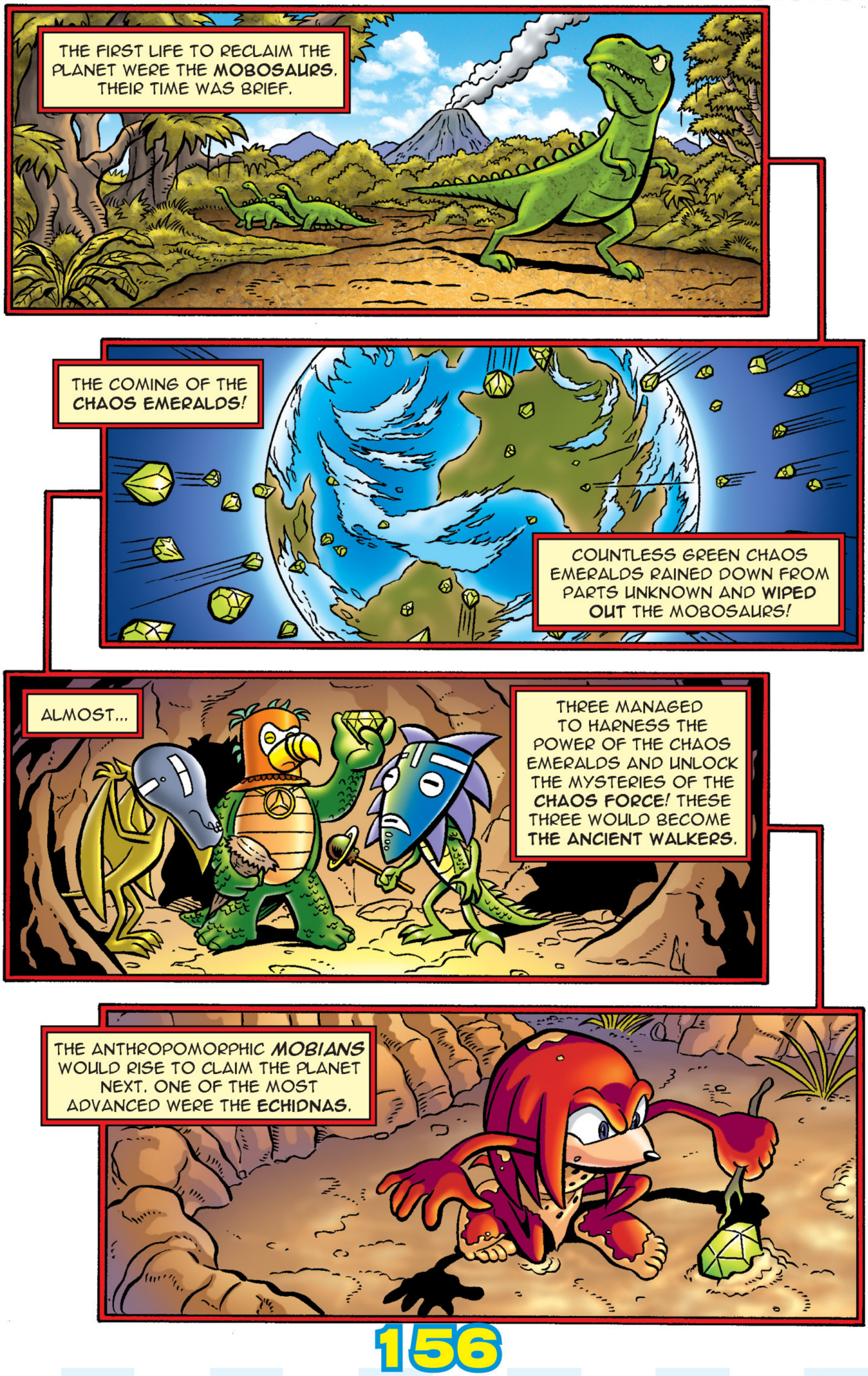
THE **HIDDEN CITY INITIATIVE** WAS ENACTED. A HANDFUL OF SMALL CITIES WERE BUILT OUT OF VIEW AND PROTECTED FROM THE IMPENDING XORDA INVASION. ONLY A FRACTION OF EARTH'S POPULATION WOULD BE SAVED IN THESE SELF-SUFFICIENT CITIES.

THE XORDA ATTACKED WITH THEIR GENE BOMBS. ALL LIFE -- PLANT AND ANIMAL -- WAS BROKEN DOWN INTO ITS MOST BASIC COMPONENTS. THIS WAS THE END OF THE EARTH. THIS MAY BE THE ORIGIN OF THE LEGENDARY **"DAYS OF FURY."**

THOUSANDS OF YEARS LATER, THE COMBINED BIOMATTER BEGAN TO RECONGEAL. LIFE AROSE ANEW OUT OF THE PRIMORDIAL **SOUP**...

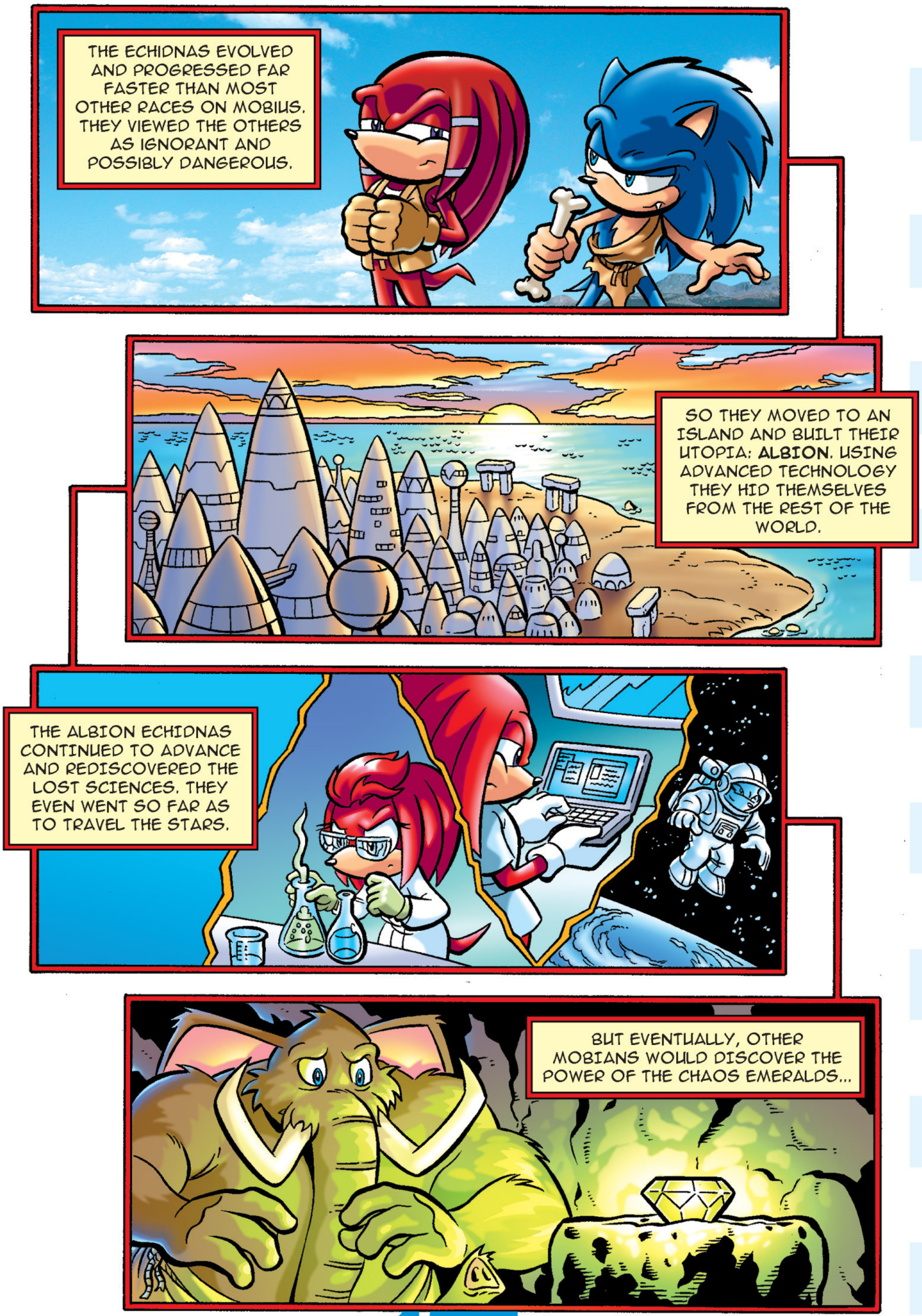
MOBIUS TIMELINE

ACT 2 THE FALL OF THE MOBOSAURS


THE FIRST LIFE TO RECLAIM THE PLANET WERE THE **MOBOSAURS**. THEIR TIME WAS BRIEF.
THE COMING OF THE **CHAOS EMERALDS!**
COUNTLESS GREEN CHAOS EMERALDS RAINED DOWN FROM PARTS UNKNOWN AND **WIPED OUT** THE MOBOSAURS!
ALMOST...
THREE MANAGED TO HARNESS THE POWER OF THE CHAOS EMERALDS AND UNLOCK THE MYSTERIES OF THE ***CHAOS FORCE!*** THESE THREE WOULD BECOME **THE ANCIENT WALKERS**.
THE ANTHROPOMORPHIC ***MOBIANS*** WOULD RISE TO CLAIM THE PLANET NEXT. ONE OF THE MOST ADVANCED WERE THE **ECHIDNAS**.

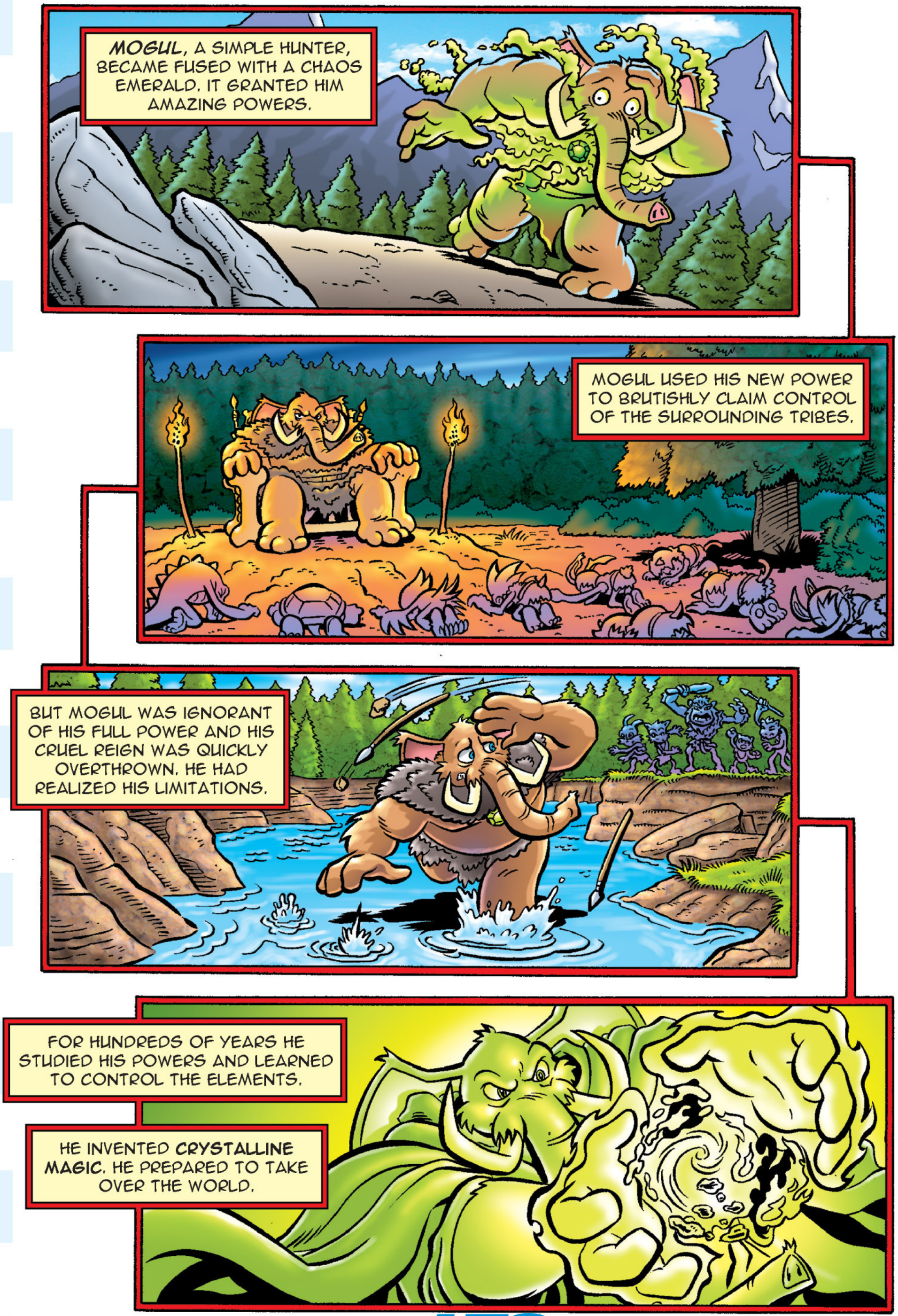
MOBIUS TIMELINE

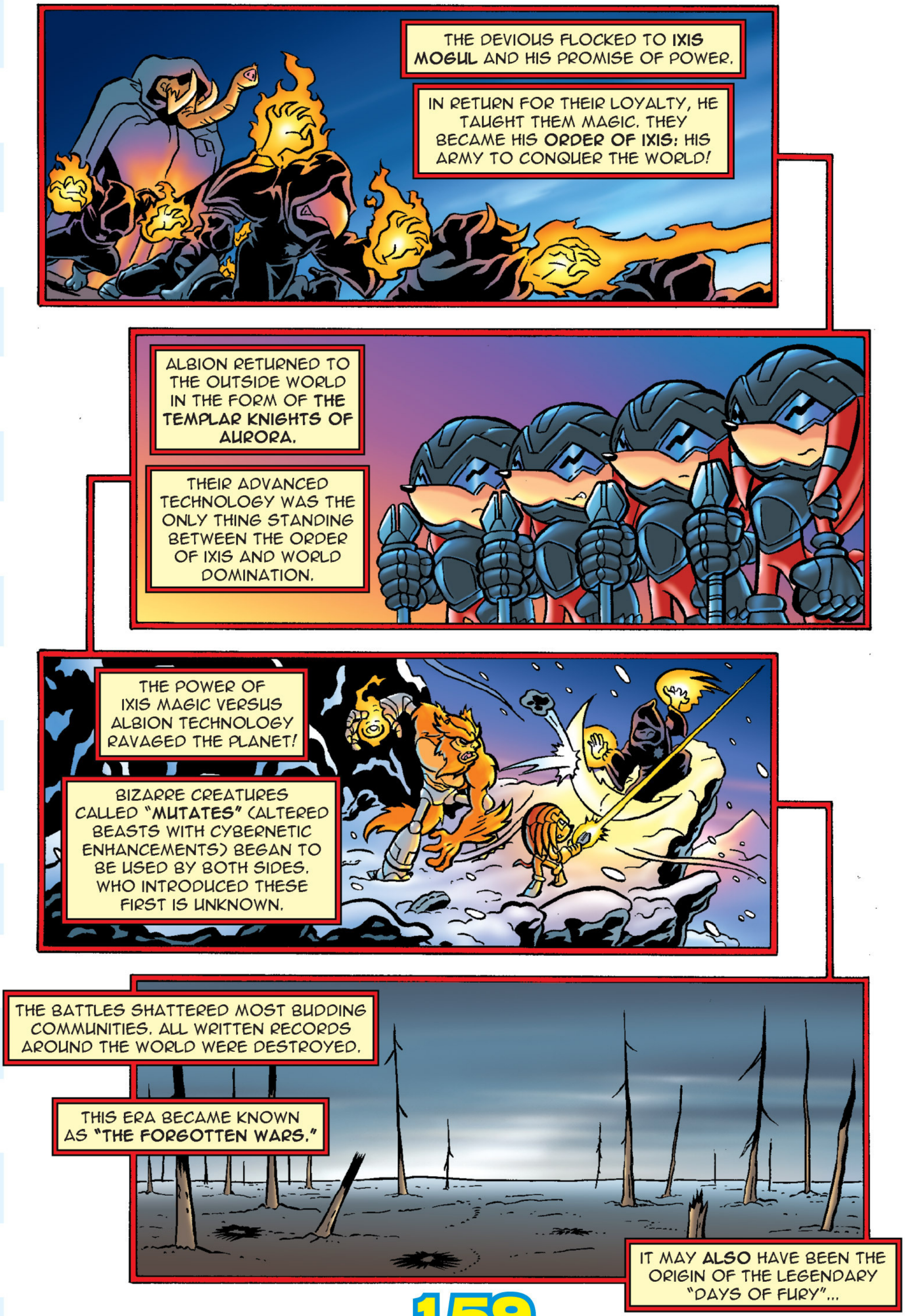
ACT 3 THE RISE OF ALBION


THE ECHIDNAS EVOLVED AND PROGRESSED FAR FASTER THAN MOST OTHER RACES ON MOBIUS. THEY VIEWED THE OTHERS AS IGNORANT AND POSSIBLY DANGEROUS.
SO THEY MOVED TO AN ISLAND AND BUILT THEIR UTOPIA: **ALBION**. USING ADVANCED TECHNOLOGY THEY HID THEMSELVES FROM THE REST OF THE WORLD.
THE ALBION ECHIDNAS CONTINUED TO ADVANCE AND REDISCOVERED THE LOST SCIENCES. THEY EVEN WENT SO FAR AS TO TRAVEL THE STARS.
BUT EVENTUALLY, OTHER MOBIANS WOULD DISCOVER THE POWER OF THE CHAOS EMERALDS...

MOBIUS TIMELINE

ACT 4 MOGUL'S FIRST EMPIRE

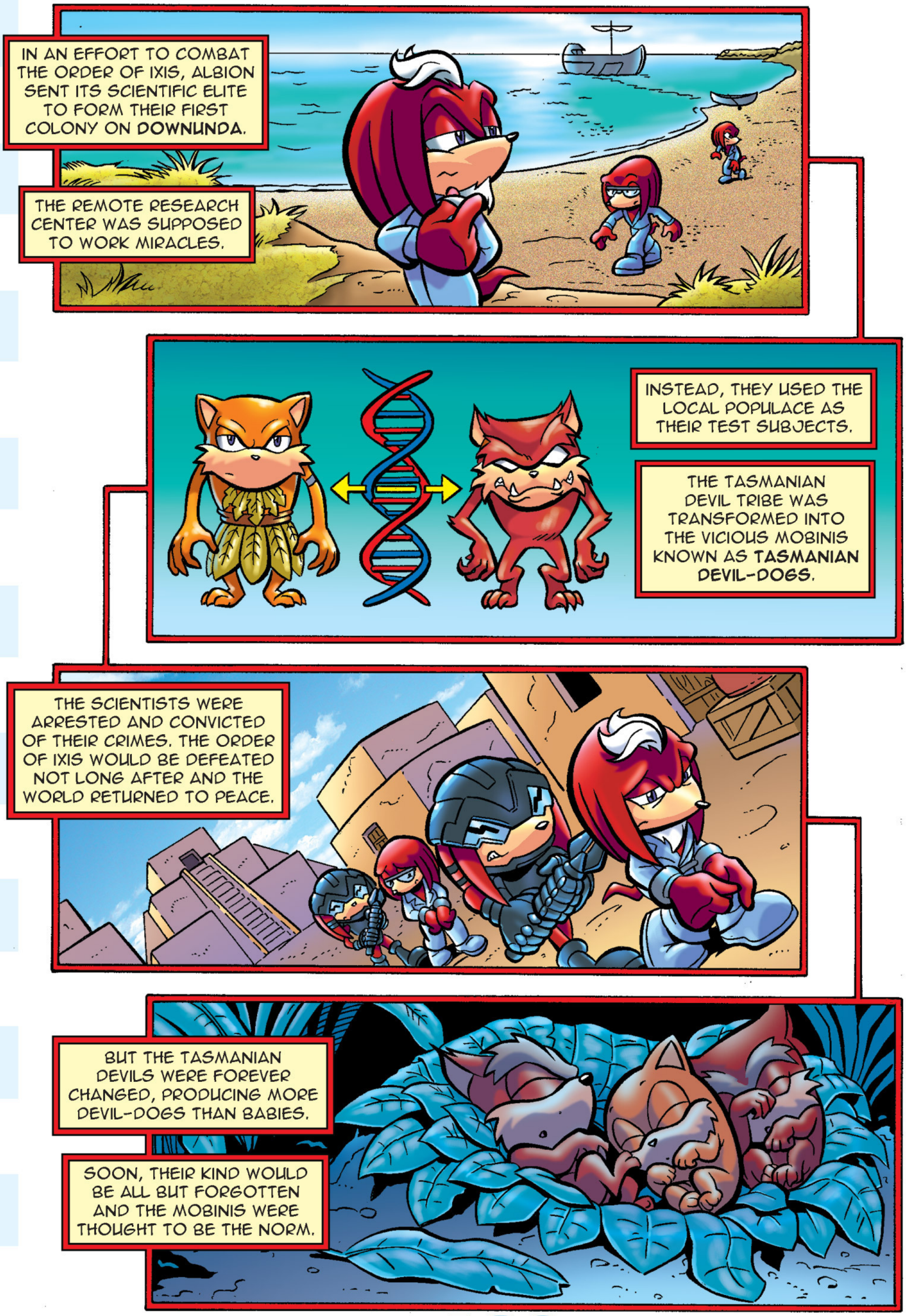

MOGUL, A SIMPLE HUNTER, BECAME FUSED WITH A CHAOS EMERALD. IT GRANTED HIM AMAZING POWERS.
MOGUL USED HIS NEW POWER TO BRUTISHLY CLAIM CONTROL OF THE SURROUNDING TRIBES.
BUT MOGUL WAS IGNORANT OF HIS FULL POWER AND HIS CRUEL REIGN WAS QUICKLY OVERTHROWN. HE HAD REALIZED HIS LIMITATIONS.
FOR HUNDREDS OF YEARS HE STUDIED HIS POWERS AND LEARNED TO CONTROL THE ELEMENTS.
HE INVENTED **CRYSTALLINE MAGIC**. HE PREPARED TO TAKE OVER THE WORLD.


THE DEVIOUS FLOCKED TO **IXIS MOGUL** AND HIS PROMISE OF POWER.
IN RETURN FOR THEIR LOYALTY, HE TAUGHT THEM MAGIC. THEY BECAME HIS **ORDER OF IXIS:** HIS ARMY TO CONQUER THE WORLD!
ALBION RETURNED TO THE OUTSIDE WORLD IN THE FORM OF **THE TEMPLAR KNIGHTS OF AURORA.**
THEIR ADVANCED TECHNOLOGY WAS THE ONLY THING STANDING BETWEEN THE ORDER OF IXIS AND WORLD DOMINATION.
THE POWER OF IXIS MAGIC VERSUS ALBION TECHNOLOGY RAVAGED THE PLANET!
BIZARRE CREATURES CALLED **"MUTATES"** (ALTERED BEASTS WITH CYBERNETIC ENHANCEMENTS) BEGAN TO BE USED BY BOTH SIDES. WHO INTRODUCED THESE FIRST IS UNKNOWN.
THE BATTLES SHATTERED MOST BUDDING COMMUNITIES. ALL WRITTEN RECORDS AROUND THE WORLD WERE DESTROYED.
THIS ERA BECAME KNOWN AS **"THE FORGOTTEN WARS."**
IT MAY **ALSO** HAVE BEEN THE ORIGIN OF THE LEGENDARY "DAYS OF FURY"...

MOBIUS TIMELINE

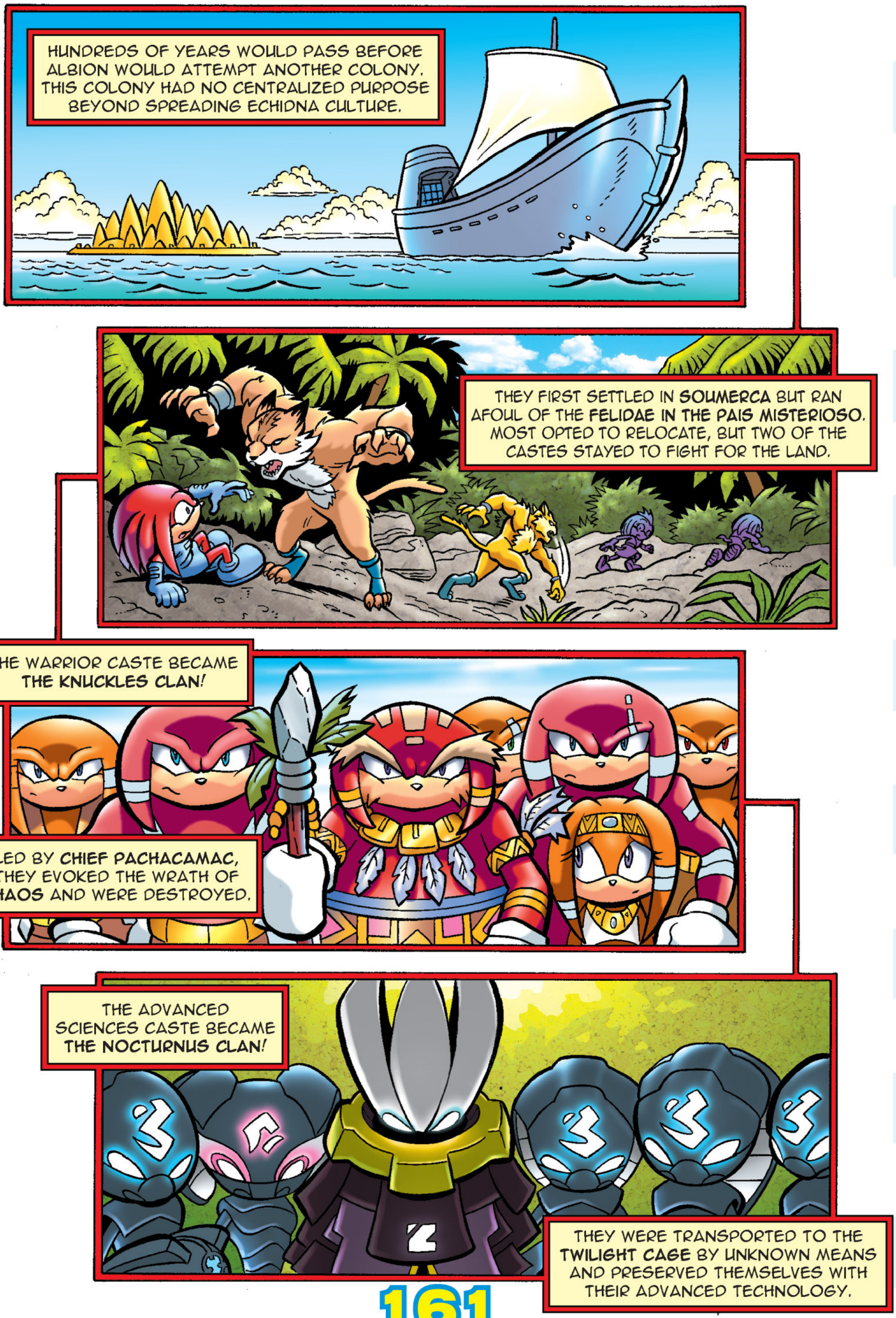
ACT 6

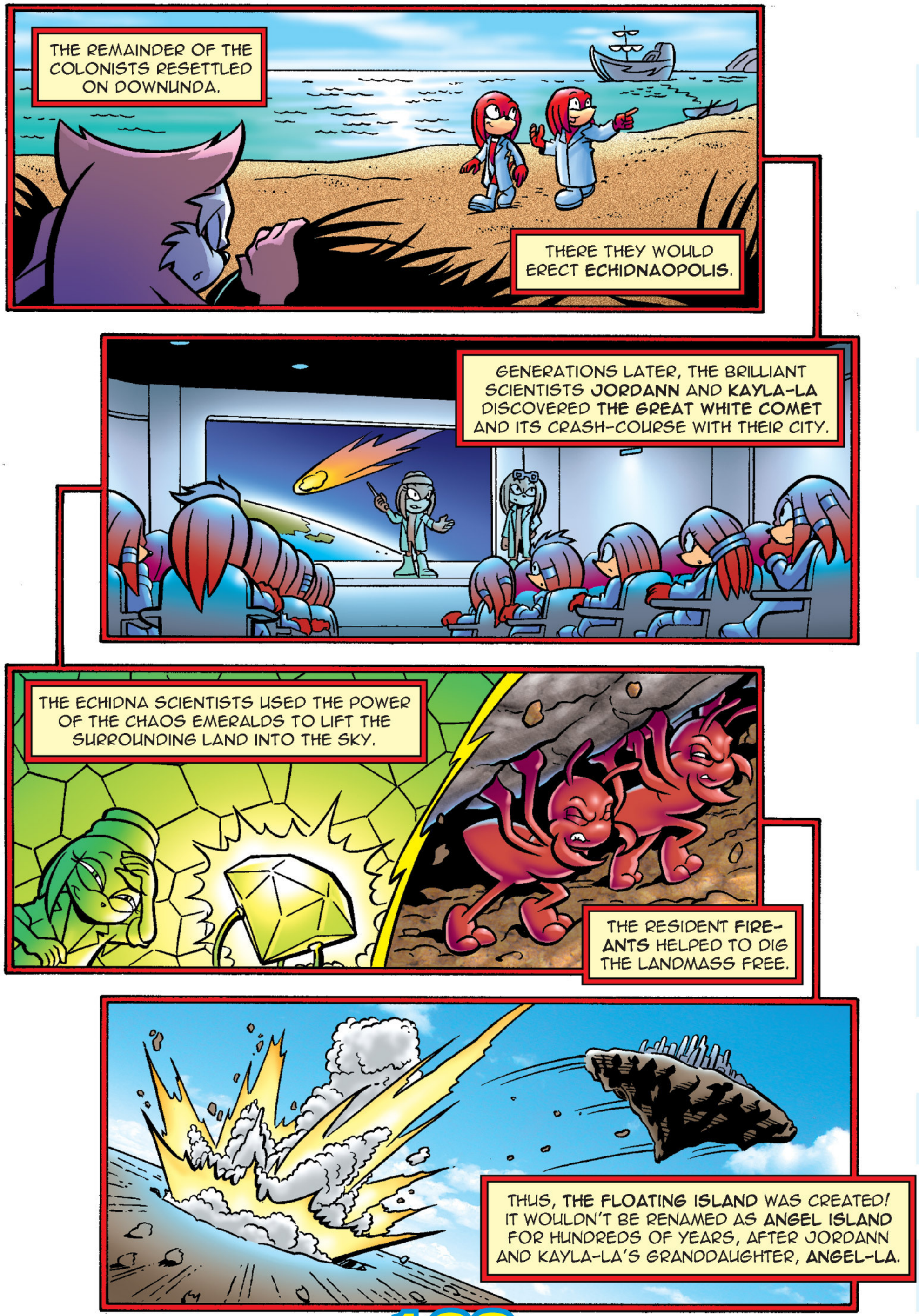
ALBION'S FIRST COLONY


IN AN EFFORT TO COMBAT THE ORDER OF IXIS, ALBION SENT ITS SCIENTIFIC ELITE TO FORM THEIR FIRST COLONY ON **DOWNUNDA**.
THE REMOTE RESEARCH CENTER WAS SUPPOSED TO WORK MIRACLES.
INSTEAD, THEY USED THE LOCAL POPULACE AS THEIR TEST SUBJECTS.
THE TASMANIAN DEVIL TRIBE WAS TRANSFORMED INTO THE VICIOUS MOBINIS KNOWN AS **TASMANIAN DEVIL-DOGS**.
THE SCIENTISTS WERE ARRESTED AND CONVICTED OF THEIR CRIMES. THE ORDER OF IXIS WOULD BE DEFEATED NOT LONG AFTER AND THE WORLD RETURNED TO PEACE.
BUT THE TASMANIAN DEVILS WERE FOREVER CHANGED, PRODUCING MORE DEVIL-DOGS THAN BABIES.
SOON, THEIR KIND WOULD BE ALL BUT FORGOTTEN AND THE MOBINIS WERE THOUGHT TO BE THE NORM.

MOBIUS TIMELINE

ACT 7 THE KNUCKLES AND NOCTURNUS CLANS


HUNDREDS OF YEARS WOULD PASS BEFORE ALBION WOULD ATTEMPT ANOTHER COLONY. THIS COLONY HAD NO CENTRALIZED PURPOSE BEYOND SPREADING ECHIDNA CULTURE.
THEY FIRST SETTLED IN **SOUMERCA** BUT RAN AFOUL OF THE **FELIDAE IN THE PAIS MISTERIOSO.** MOST OPTED TO RELOCATE, BUT TWO OF THE CASTES STAYED TO FIGHT FOR THE LAND.
THE WARRIOR CASTE BECAME **THE KNUCKLES CLAN!**
LED BY **CHIEF PACHACAMAC,** THEY EVOKED THE WRATH OF **CHAOS** AND WERE DESTROYED.
THE ADVANCED SCIENCES CASTE BECAME **THE NOCTURNUS CLAN!**
THEY WERE TRANSPORTED TO THE **TWILIGHT CAGE** BY UNKNOWN MEANS AND PRESERVED THEMSELVES WITH THEIR ADVANCED TECHNOLOGY.

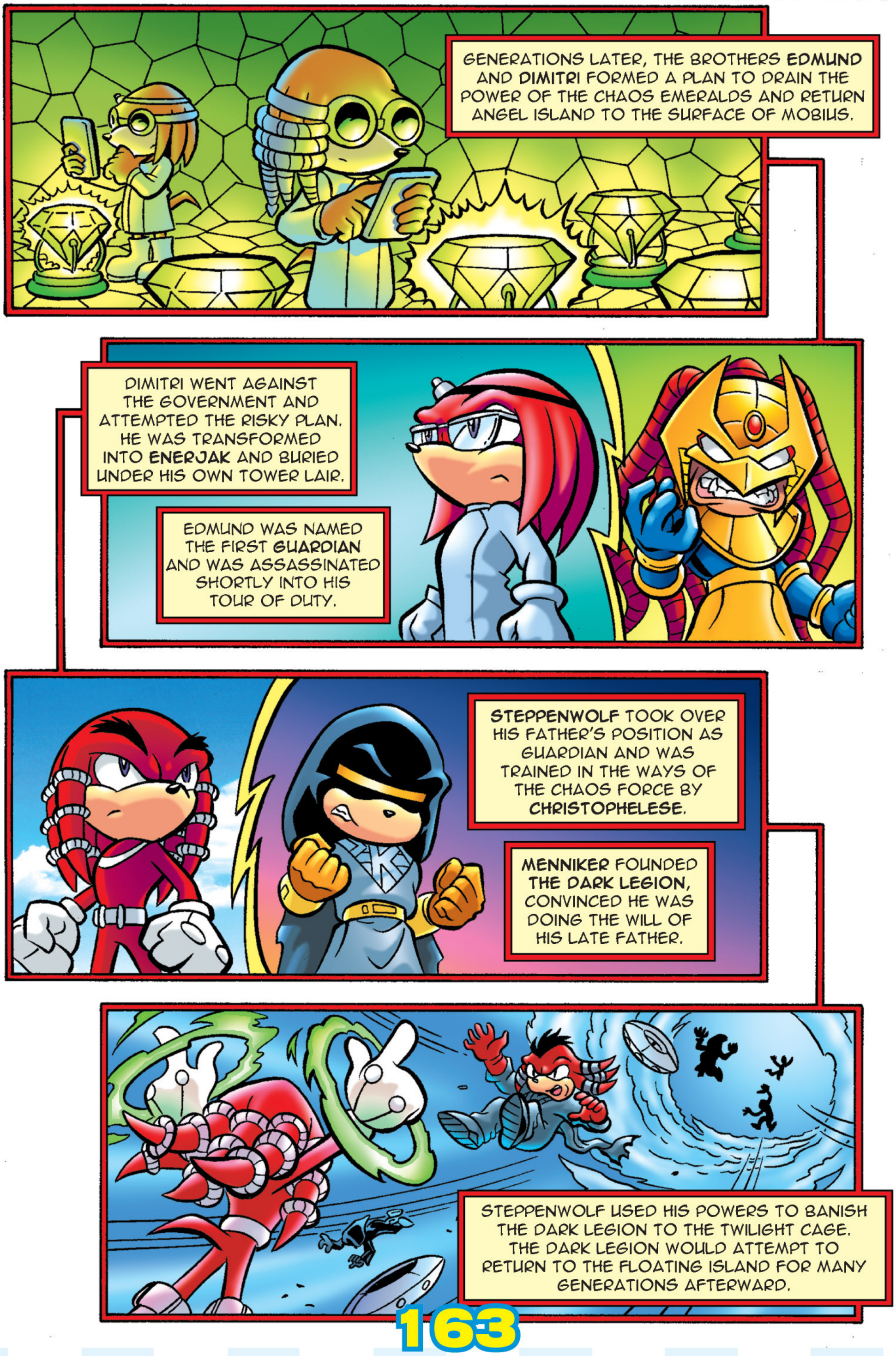


THE REMAINDER OF THE COLONISTS RESETTLED ON DOWNUNDA.
THERE THEY WOULD ERECT **ECHIDNAOPOLIS**.
GENERATIONS LATER, THE BRILLIANT SCIENTISTS **JORDANN** AND **KAYLA-LA** DISCOVERED **THE GREAT WHITE COMET** AND ITS CRASH-COURSE WITH THEIR CITY.
THE ECHIDNA SCIENTISTS USED THE POWER OF THE CHAOS EMERALDS TO LIFT THE SURROUNDING LAND INTO THE SKY.
THE RESIDENT **FIRE-ANTS** HELPED TO DIG THE LANDMASS FREE.
THUS, **THE FLOATING ISLAND** WAS CREATED! IT WOULDN'T BE RENAMED AS **ANGEL ISLAND** FOR HUNDREDS OF YEARS, AFTER JORDANN AND KAYLA-LA'S GRANDDAUGHTER, **ANGEL-LA**.

MOBIUS TIMELINE

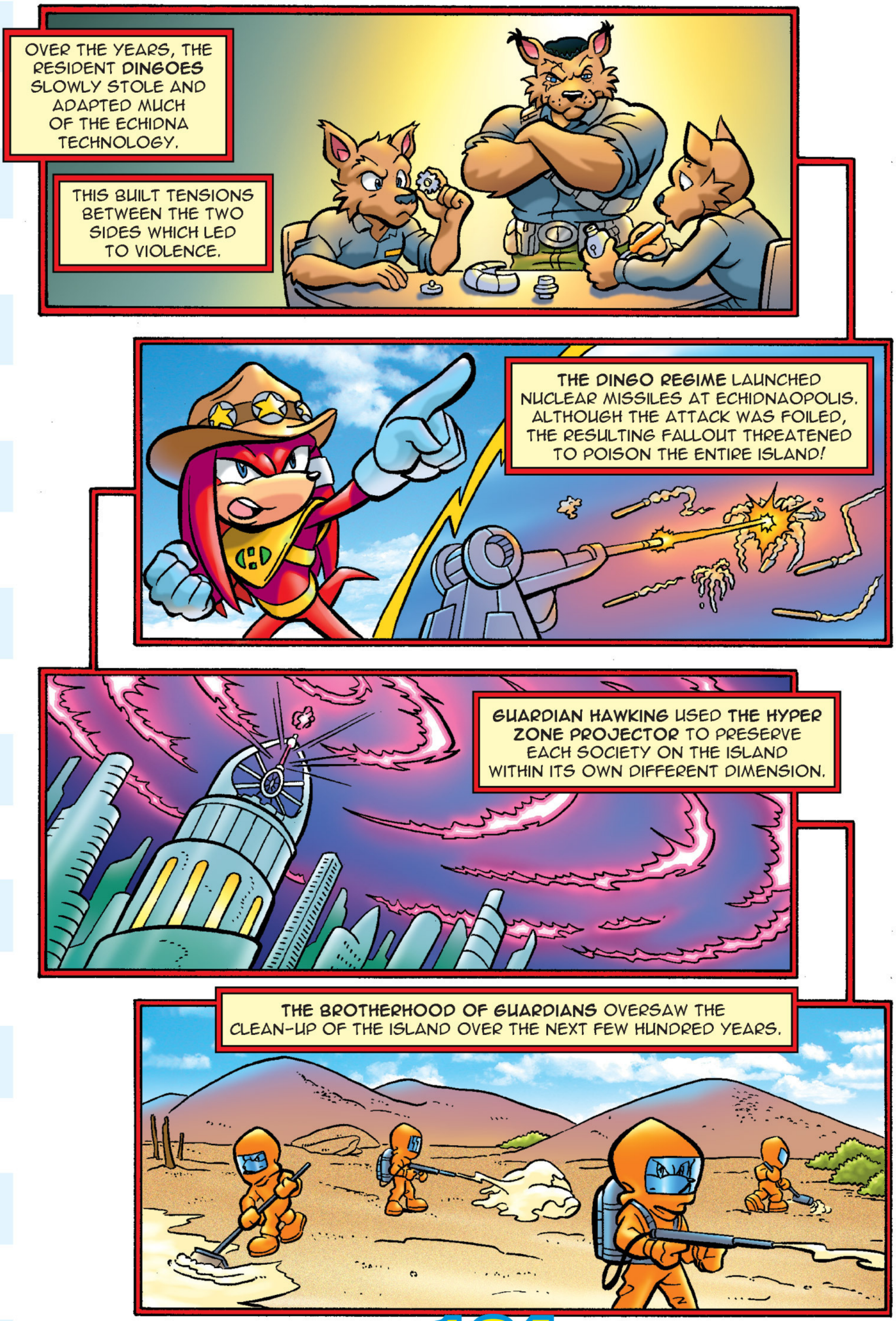
ACT 9

THE GUARDIANS AND THE DARK LEGION


GENERATIONS LATER, THE BROTHERS **EDMUND** AND **DIMITRI** FORMED A PLAN TO DRAIN THE POWER OF THE CHAOS EMERALDS AND RETURN ANGEL ISLAND TO THE SURFACE OF MOBIUS.
DIMITRI WENT AGAINST THE GOVERNMENT AND ATTEMPTED THE RISKY PLAN. HE WAS TRANSFORMED INTO **ENERJAK** AND BURIED UNDER HIS OWN TOWER LAIR.
EDMUND WAS NAMED THE FIRST **GUARDIAN** AND WAS ASSASSINATED SHORTLY INTO HIS TOUR OF DUTY.
STEPPENWOLF TOOK OVER HIS FATHER'S POSITION AS GUARDIAN AND WAS TRAINED IN THE WAYS OF THE CHAOS FORCE BY **CHRISTOPHELESE**.
MENNIKER FOUNDED **THE DARK LEGION**, CONVINCED HE WAS DOING THE WILL OF HIS LATE FATHER.
STEPPENWOLF USED HIS POWERS TO BANISH THE DARK LEGION TO THE TWILIGHT CAGE. THE DARK LEGION WOULD ATTEMPT TO RETURN TO THE FLOATING ISLAND FOR MANY GENERATIONS AFTERWARD.

MOBIUS TIMELINE

ACT 10 NUKING ANGEL ISLAND



OVER THE YEARS, THE RESIDENT **DINGOES** SLOWLY STOLE AND ADAPTED MUCH OF THE ECHIDNA TECHNOLOGY.

THIS BUILT TENSIONS BETWEEN THE TWO SIDES WHICH LED TO VIOLENCE.

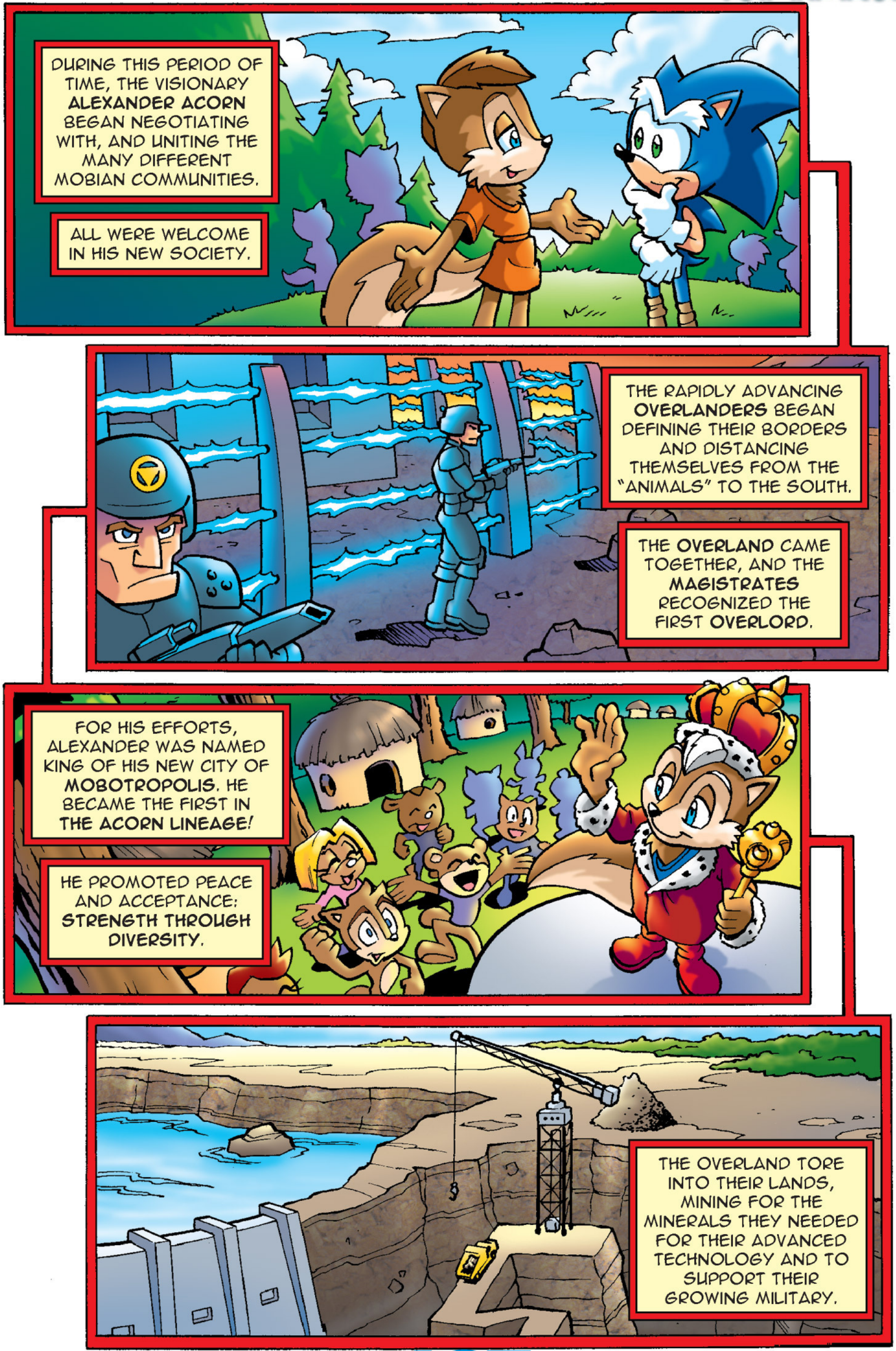
THE DINGO REGIME LAUNCHED NUCLEAR MISSILES AT ECHIDNAOPOLIS. ALTHOUGH THE ATTACK WAS FOILED, THE RESULTING FALLOUT THREATENED TO POISON THE ENTIRE ISLAND!

GUARDIAN HAWKING USED **THE HYPER ZONE PROJECTOR** TO PRESERVE EACH SOCIETY ON THE ISLAND WITHIN ITS OWN DIFFERENT DIMENSION.

THE BROTHERHOOD OF GUARDIANS OVERSAW THE CLEAN-UP OF THE ISLAND OVER THE NEXT FEW HUNDRED YEARS.

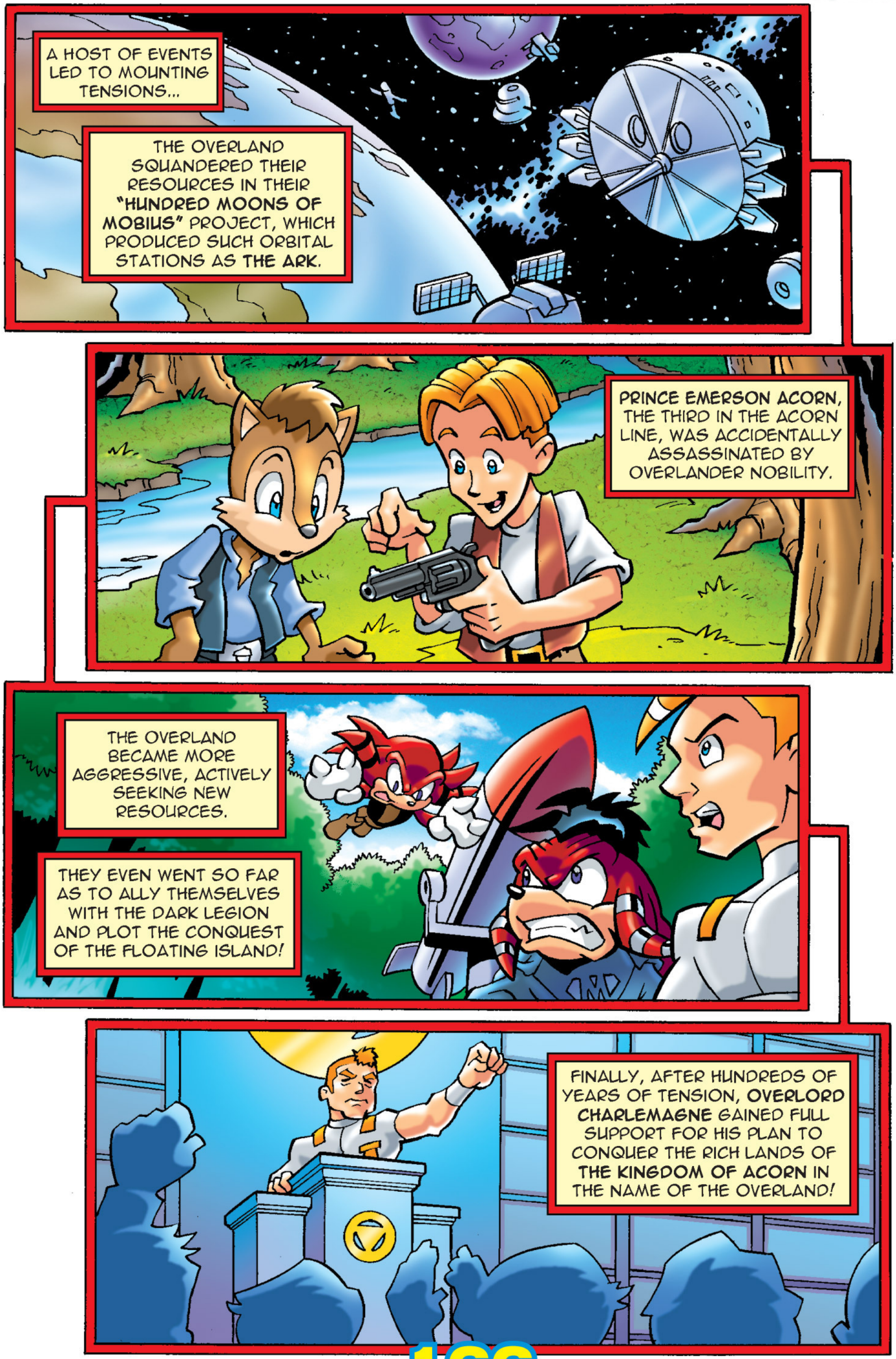
MOBIUS TIMELINE

ACT 11 MY KINGDOM FOR AN ACORN


DURING THIS PERIOD OF TIME, THE VISIONARY **ALEXANDER ACORN** BEGAN NEGOTIATING WITH, AND UNITING THE MANY DIFFERENT MOBIAN COMMUNITIES.
ALL WERE WELCOME IN HIS NEW SOCIETY.
THE RAPIDLY ADVANCING **OVERLANDERS** BEGAN DEFINING THEIR BORDERS AND DISTANCING THEMSELVES FROM THE "ANIMALS" TO THE SOUTH.
THE **OVERLAND** CAME TOGETHER, AND THE **MAGISTRATES** RECOGNIZED THE FIRST **OVERLORD**.
FOR HIS EFFORTS, ALEXANDER WAS NAMED KING OF HIS NEW CITY OF **MOBOTROPOLIS**. HE BECAME THE FIRST IN **THE ACORN LINEAGE**!
HE PROMOTED PEACE AND ACCEPTANCE: **STRENGTH THROUGH DIVERSITY**.
THE OVERLAND TORE INTO THEIR LANDS, MINING FOR THE MINERALS THEY NEEDED FOR THEIR ADVANCED TECHNOLOGY AND TO SUPPORT THEIR GROWING MILITARY.

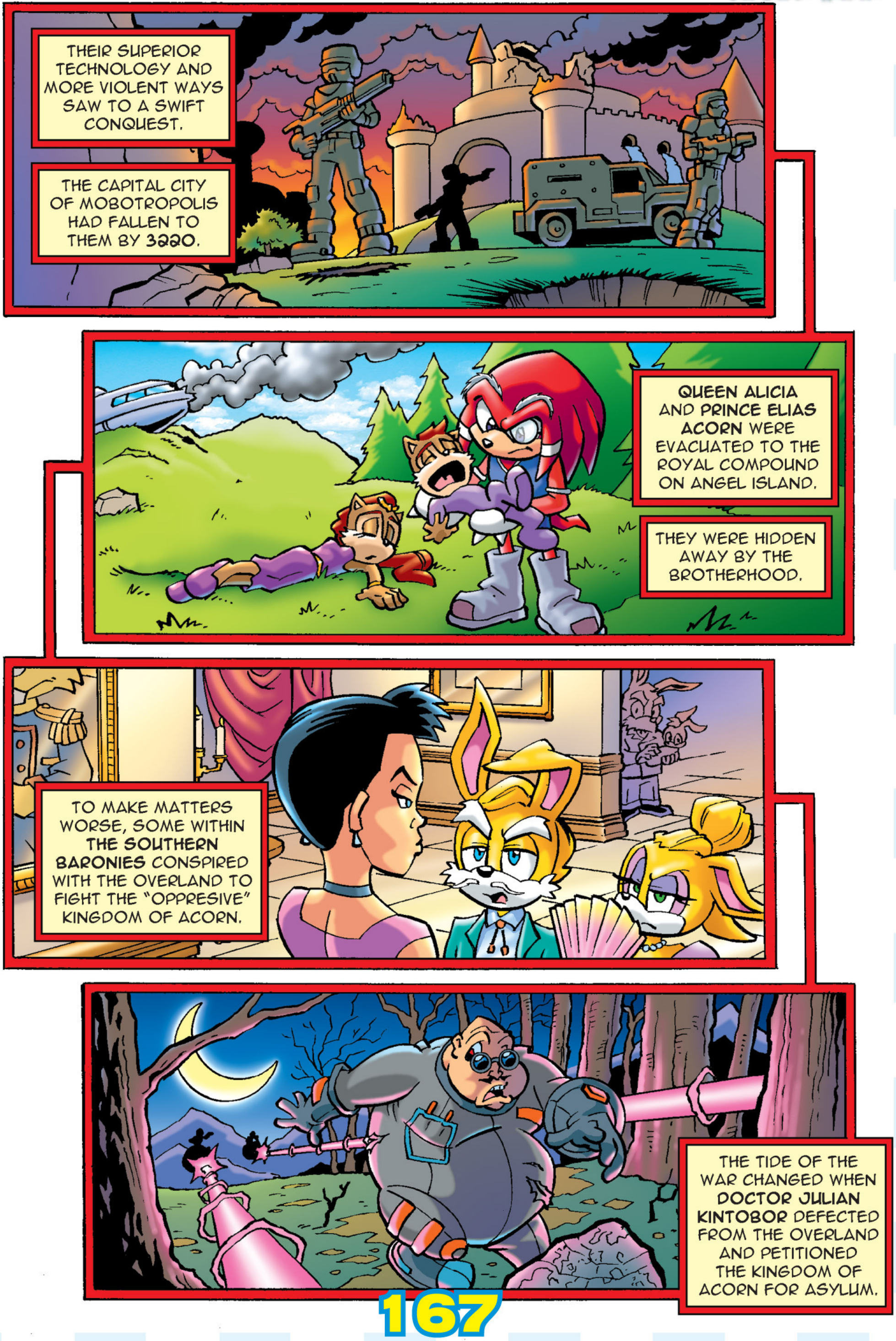
MOBIUS TIMELINE

ACT 12 IN THE NAME OF THE OVERLAND


A HOST OF EVENTS LED TO MOUNTING TENSIONS...
THE OVERLAND SQUANDERED THEIR RESOURCES IN THEIR **"HUNDRED MOONS OF MOBIUS"** PROJECT, WHICH PRODUCED SUCH ORBITAL STATIONS AS **THE ARK.**
PRINCE EMERSON ACORN, THE THIRD IN THE ACORN LINE, WAS ACCIDENTALLY ASSASSINATED BY OVERLANDER NOBILITY.
THE OVERLAND BECAME MORE AGGRESSIVE, ACTIVELY SEEKING NEW RESOURCES.
THEY EVEN WENT SO FAR AS TO ALLY THEMSELVES WITH THE DARK LEGION AND PLOT THE CONQUEST OF THE FLOATING ISLAND!
FINALLY, AFTER HUNDREDS OF YEARS OF TENSION, **OVERLORD CHARLEMAGNE** GAINED FULL SUPPORT FOR HIS PLAN TO CONQUER THE RICH LANDS OF **THE KINGDOM OF ACORN** IN THE NAME OF THE OVERLAND!

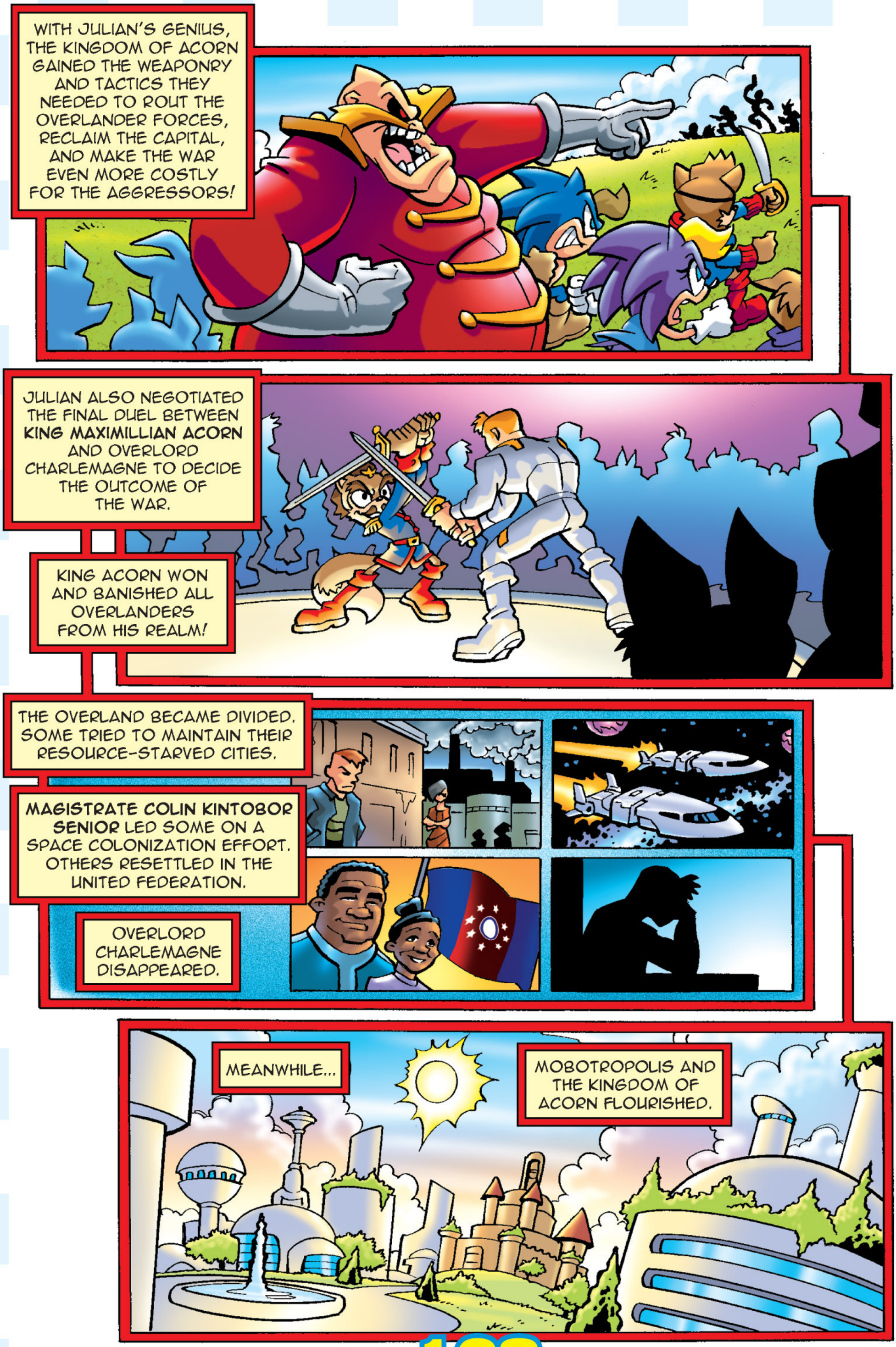
MOBIUS TIMELINE

ACT 13 TALES OF THE GREAT WAR


THEIR SUPERIOR TECHNOLOGY AND MORE VIOLENT WAYS SAW TO A SWIFT CONQUEST.
THE CAPITAL CITY OF MOBOTROPOLIS HAD FALLEN TO THEM BY 3220.
QUEEN ALICIA AND PRINCE ELIAS ACORN WERE EVACUATED TO THE ROYAL COMPOUND ON ANGEL ISLAND.
THEY WERE HIDDEN AWAY BY THE BROTHERHOOD.
TO MAKE MATTERS WORSE, SOME WITHIN THE SOUTHERN BARONIES CONSPIRED WITH THE OVERLAND TO FIGHT THE "OPPRESIVE" KINGDOM OF ACORN.
THE TIDE OF THE WAR CHANGED WHEN DOCTOR JULIAN KINTOBOR DEFECTED FROM THE OVERLAND AND PETITIONED THE KINGDOM OF ACORN FOR ASYLUM.

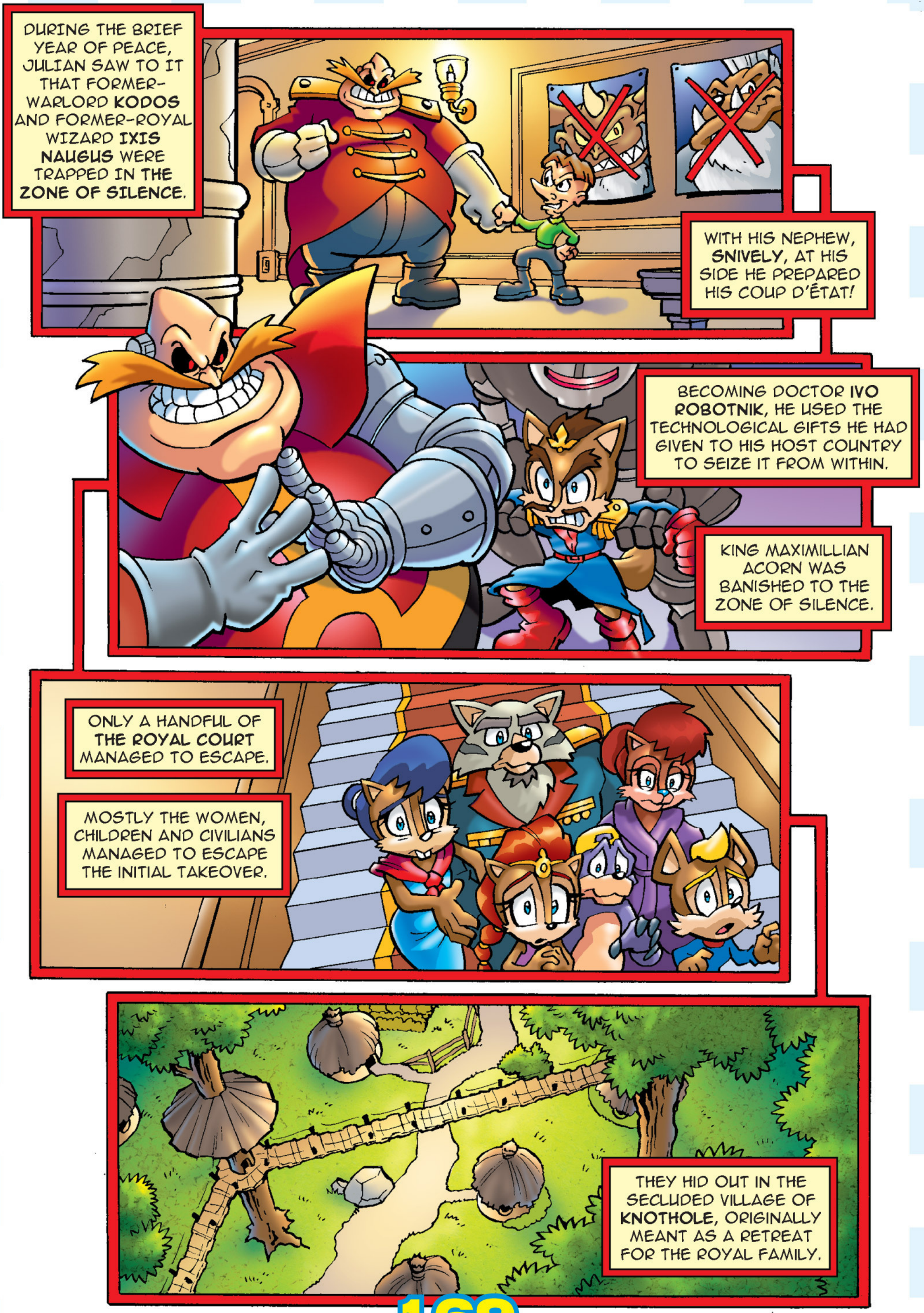
MOBIUS TIMELINE

ACT 14 WAR'S END


WITH JULIAN'S GENIUS, THE KINGDOM OF ACORN GAINED THE WEAPONRY AND TACTICS THEY NEEDED TO ROUT THE OVERLANDER FORCES, RECLAIM THE CAPITAL, AND MAKE THE WAR EVEN MORE COSTLY FOR THE AGGRESSORS!
JULIAN ALSO NEGOTIATED THE FINAL DUEL BETWEEN **KING MAXIMILLIAN ACORN** AND OVERLORD CHARLEMAGNE TO DECIDE THE OUTCOME OF THE WAR.
KING ACORN WON AND BANISHED ALL OVERLANDERS FROM HIS REALM!
THE OVERLAND BECAME DIVIDED. SOME TRIED TO MAINTAIN THEIR RESOURCE-STARVED CITIES.
MAGISTRATE COLIN KINTOBOR SENIOR LED SOME ON A SPACE COLONIZATION EFFORT. OTHERS RESETTLED IN THE UNITED FEDERATION.
OVERLORD CHARLEMAGNE DISAPPEARED.
MEANWHILE...
MOBOTROPOLIS AND THE KINGDOM OF ACORN FLOURISHED.

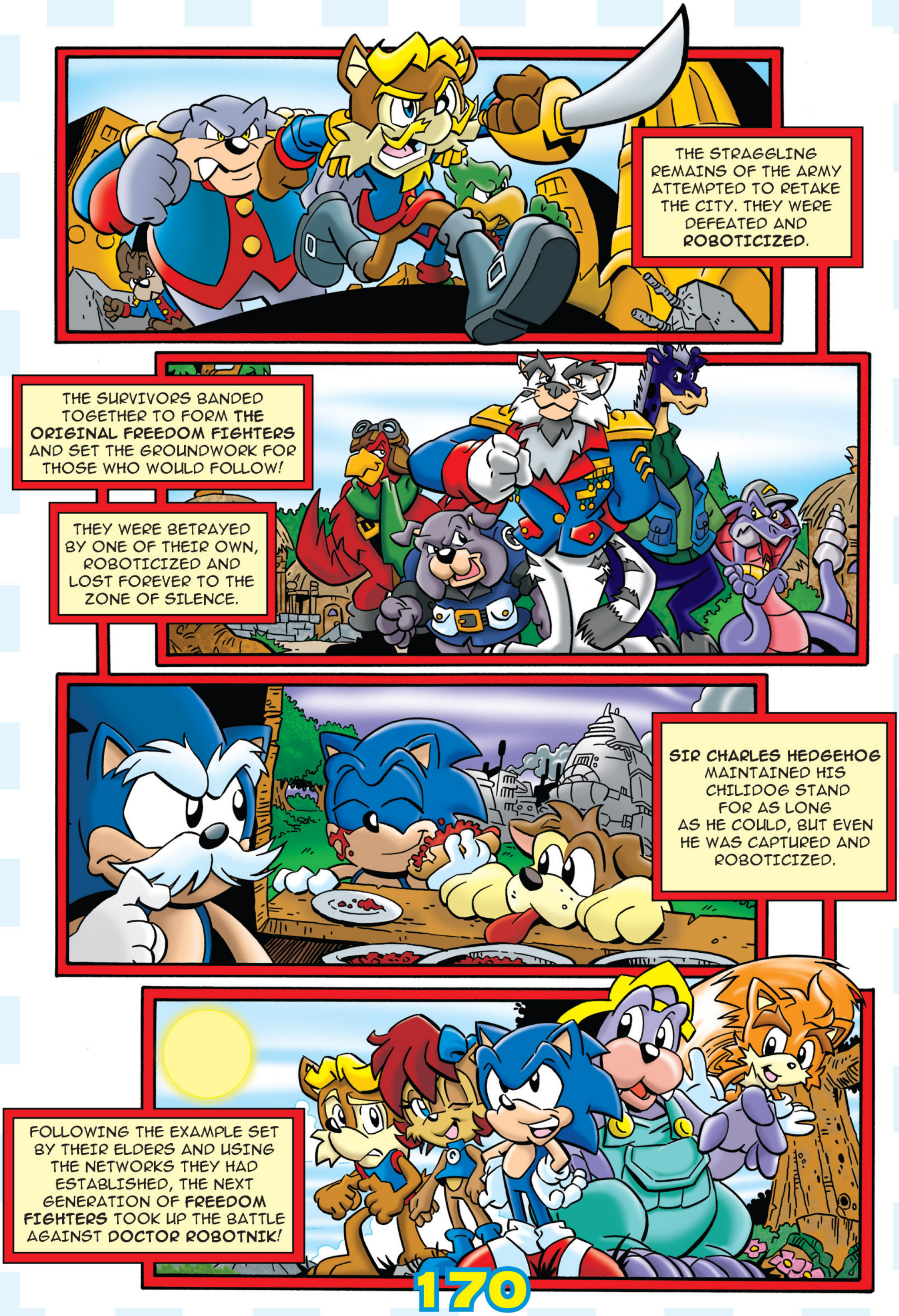
MOBIUS TIMELINE

ACT 15 JULIAN'S COUP


DURING THE BRIEF YEAR OF PEACE, JULIAN SAW TO IT THAT FORMER-WARLORD **KODOS** AND FORMER-ROYAL WIZARD **IXIS NAUGUS** WERE TRAPPED IN **THE ZONE OF SILENCE.**
WITH HIS NEPHEW, **SNIVELY**, AT HIS SIDE HE PREPARED HIS COUP D'ÉTAT!
BECOMING DOCTOR **IVO ROBOTNIK**, HE USED THE TECHNOLOGICAL GIFTS HE HAD GIVEN TO HIS HOST COUNTRY TO SEIZE IT FROM WITHIN.
KING MAXIMILLIAN ACORN WAS BANISHED TO THE ZONE OF SILENCE.
ONLY A HANDFUL OF **THE ROYAL COURT** MANAGED TO ESCAPE.
MOSTLY THE WOMEN, CHILDREN AND CIVILIANS MANAGED TO ESCAPE THE INITIAL TAKEOVER.
THEY HID OUT IN THE SECLUDED VILLAGE OF **KNOTHOLE**, ORIGINALLY MEANT AS A RETREAT FOR THE ROYAL FAMILY.

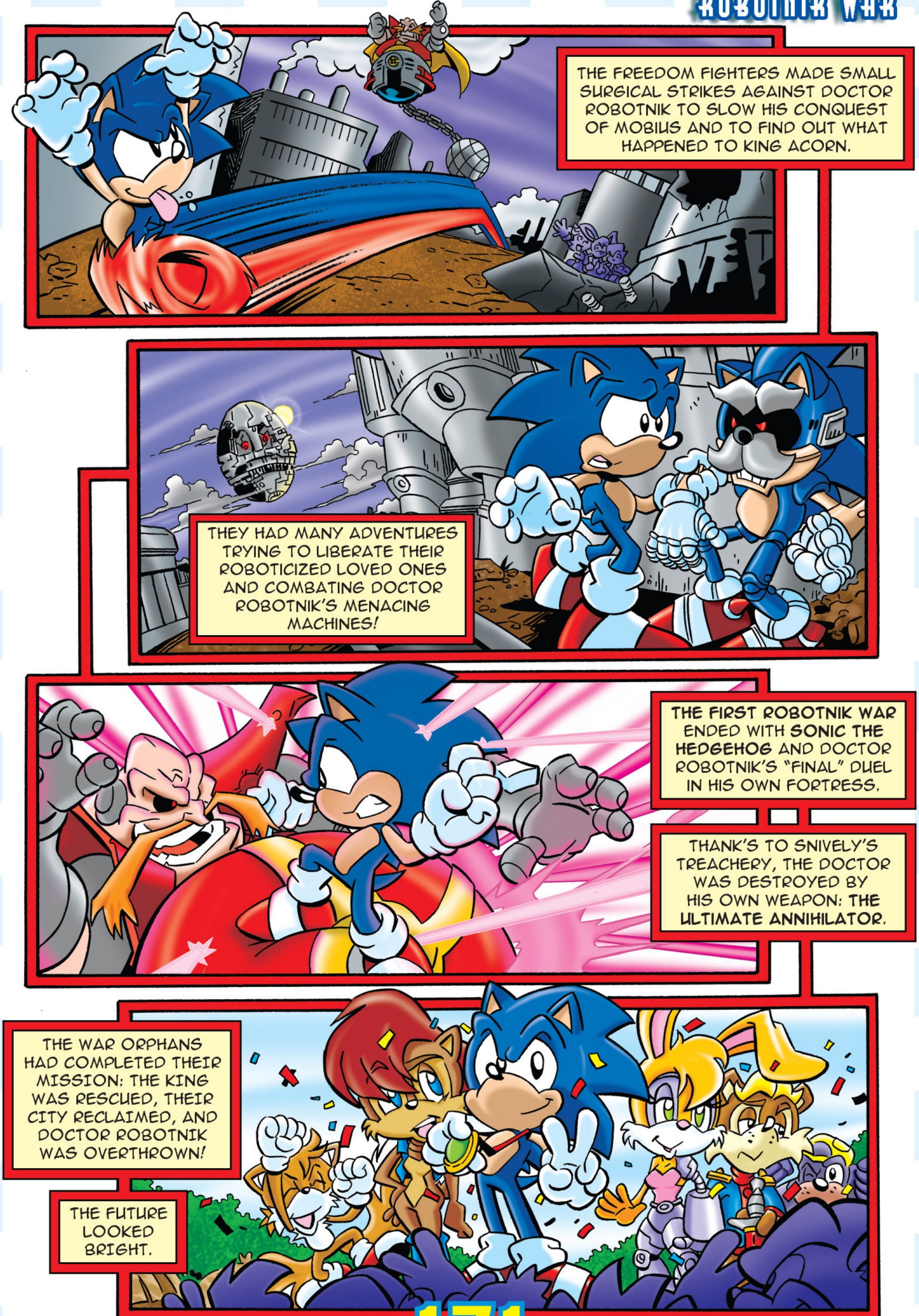
MOBIUS TIMELINE

ACT 16 ROBOTROPOLIS RISING!


THE STRAGGLING REMAINS OF THE ARMY ATTEMPTED TO RETAKE THE CITY. THEY WERE DEFEATED AND **ROBOTICIZED.**
THE SURVIVORS BANDED TOGETHER TO FORM **THE ORIGINAL FREEDOM FIGHTERS** AND SET THE GROUNDWORK FOR THOSE WHO WOULD FOLLOW!
THEY WERE BETRAYED BY ONE OF THEIR OWN, ROBOTICIZED AND LOST FOREVER TO THE ZONE OF SILENCE.
SIR CHARLES HEDGEHOG MAINTAINED HIS CHILIDOG STAND FOR AS LONG AS HE COULD, BUT EVEN HE WAS CAPTURED AND ROBOTICIZED.
FOLLOWING THE EXAMPLE SET BY THEIR ELDERS AND USING THE NETWORKS THEY HAD ESTABLISHED, THE NEXT GENERATION OF **FREEDOM FIGHTERS** TOOK UP THE BATTLE AGAINST **DOCTOR ROBOTNIK!**

MOBIUS TIMELINE

ACT 17 THE FIRST ROBOTNIK WAR



THE FREEDOM FIGHTERS MADE SMALL SURGICAL STRIKES AGAINST DOCTOR ROBOTNIK TO SLOW HIS CONQUEST OF MOBIUS AND TO FIND OUT WHAT HAPPENED TO KING ACORN.

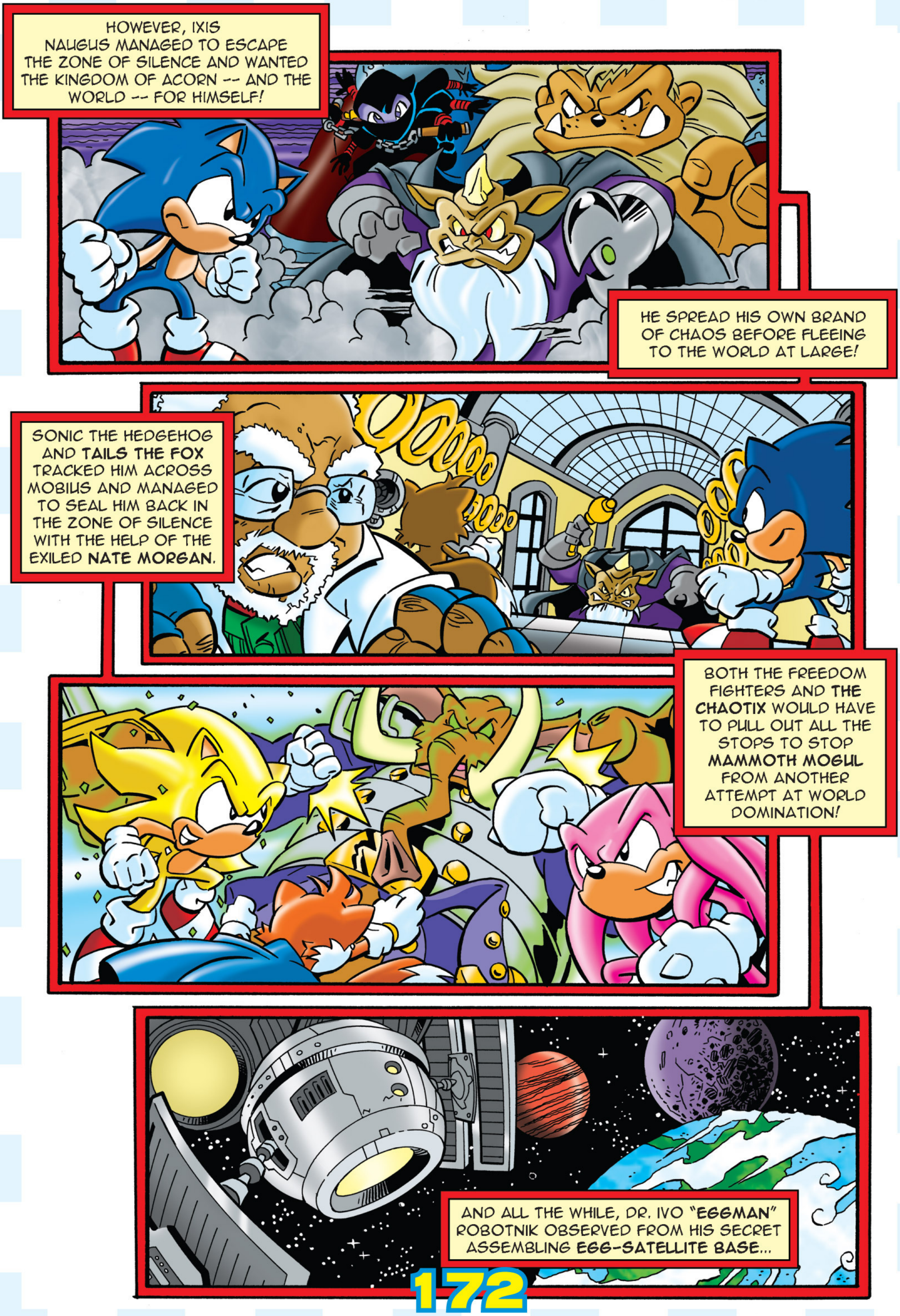
THEY HAD MANY ADVENTURES TRYING TO LIBERATE THEIR ROBOTICIZED LOVED ONES AND COMBATING DOCTOR ROBOTNIK'S MENACING MACHINES!

THE FIRST ROBOTNIK WAR ENDED WITH **SONIC THE HEDGEHOG** AND DOCTOR ROBOTNIK'S "FINAL" DUEL IN HIS OWN FORTRESS.

THANK'S TO SNIVELY'S TREACHERY, THE DOCTOR WAS DESTROYED BY HIS OWN WEAPON: **THE ULTIMATE ANNIHILATOR**.

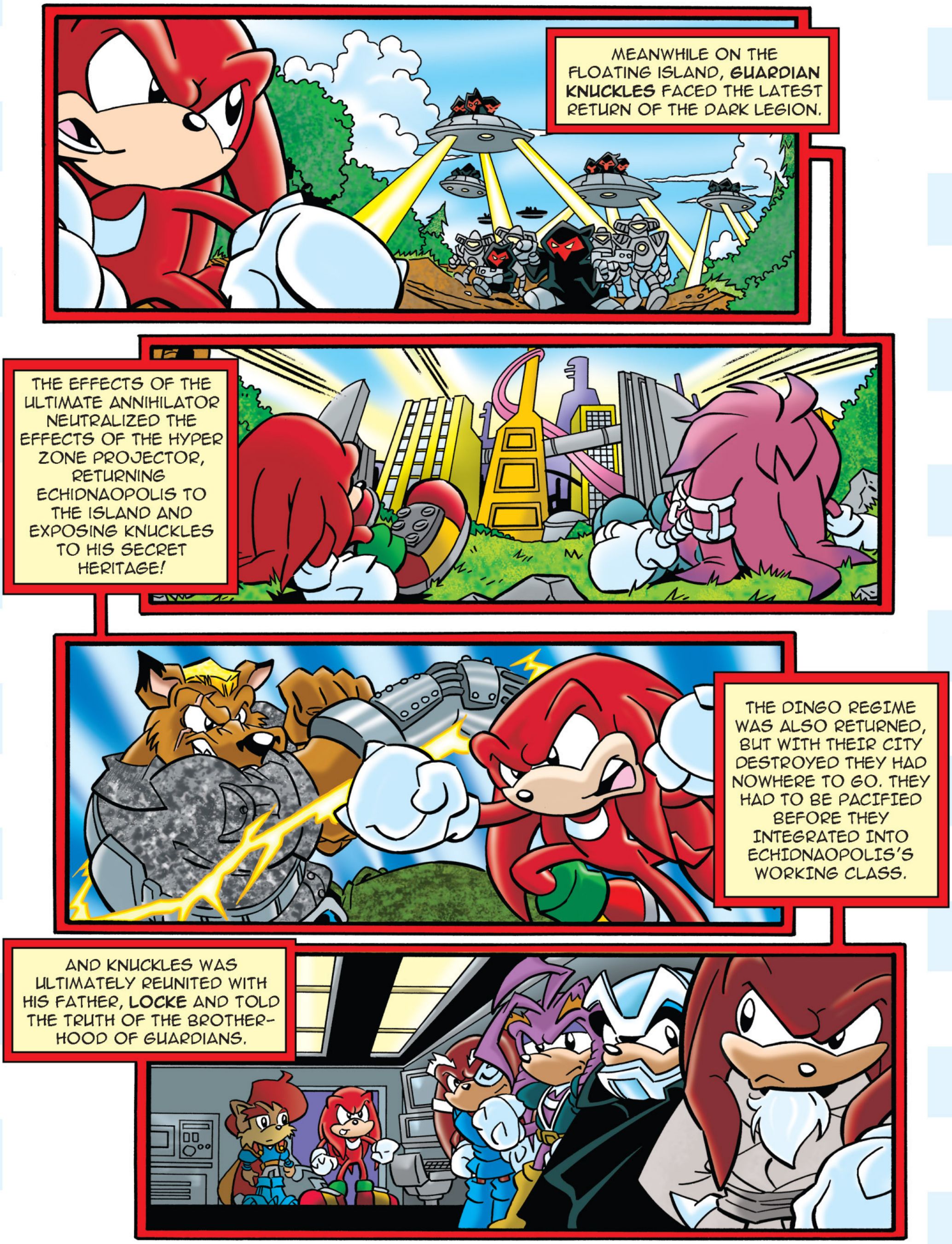
THE WAR ORPHANS HAD COMPLETED THEIR MISSION: THE KING WAS RESCUED, THEIR CITY RECLAIMED, AND DOCTOR ROBOTNIK WAS OVERTHROWN!

THE FUTURE LOOKED BRIGHT.


HOWEVER, IXIS NAUGUS MANAGED TO ESCAPE THE ZONE OF SILENCE AND WANTED THE KINGDOM OF ACORN -- AND THE WORLD -- FOR HIMSELF!
HE SPREAD HIS OWN BRAND OF CHAOS BEFORE FLEEING TO THE WORLD AT LARGE!
SONIC THE HEDGEHOG AND **TAILS THE FOX** TRACKED HIM ACROSS MOBIUS AND MANAGED TO SEAL HIM BACK IN THE ZONE OF SILENCE WITH THE HELP OF THE EXILED **NATE MORGAN**.
BOTH THE FREEDOM FIGHTERS AND **THE CHAOTIX** WOULD HAVE TO PULL OUT ALL THE STOPS TO STOP **MAMMOTH MOGUL** FROM ANOTHER ATTEMPT AT WORLD DOMINATION!
AND ALL THE WHILE, DR. IVO "**EGGMAN**" ROBOTNIK OBSERVED FROM HIS SECRET ASSEMBLING **EGG-SATELLITE BASE**...

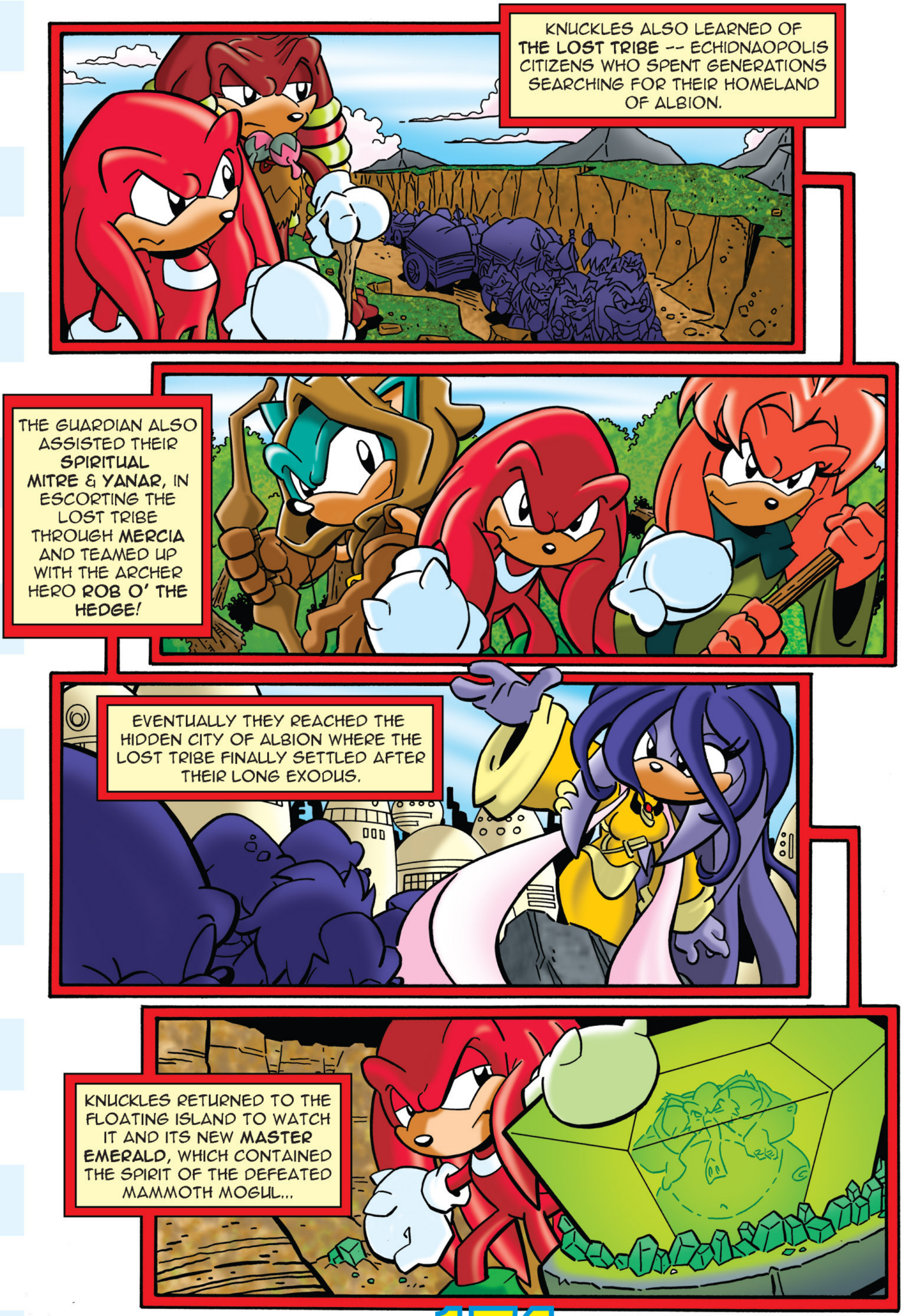
MOBIUS TIMELINE

ACT 19 THE RETURN OF ECHIDNAOPOLIS!


MEANWHILE ON THE FLOATING ISLAND, **GUARDIAN KNUCKLES** FACED THE LATEST RETURN OF THE DARK LEGION.
THE EFFECTS OF THE ULTIMATE ANNIHILATOR NEUTRALIZED THE EFFECTS OF THE HYPER ZONE PROJECTOR, RETURNING ECHIDNAOPOLIS TO THE ISLAND AND EXPOSING KNUCKLES TO HIS SECRET HERITAGE!
THE DINGO REGIME WAS ALSO RETURNED, BUT WITH THEIR CITY DESTROYED THEY HAD NOWHERE TO GO. THEY HAD TO BE PACIFIED BEFORE THEY INTEGRATED INTO ECHIDNAOPOLIS'S WORKING CLASS.
AND KNUCKLES WAS ULTIMATELY REUNITED WITH HIS FATHER, **LOCKE** AND TOLD THE TRUTH OF THE BROTHERHOOD OF GUARDIANS.

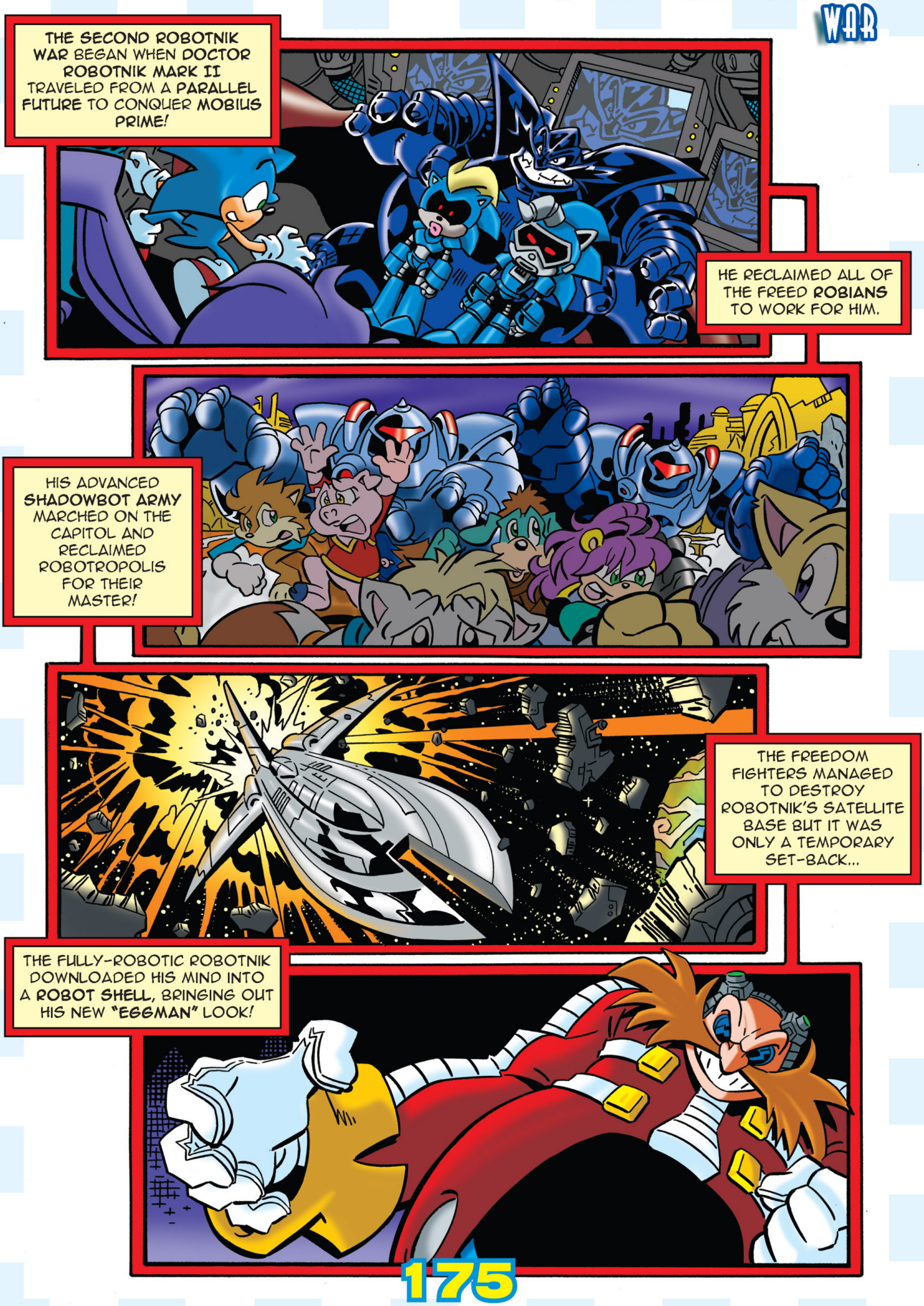
MOBIUS TIMELINE

ACT 20 THE LOST TRIBE


KNUCKLES ALSO LEARNED OF **THE LOST TRIBE** -- ECHIDNAOPOLIS CITIZENS WHO SPENT GENERATIONS SEARCHING FOR THEIR HOMELAND OF ALBION.
THE GUARDIAN ALSO ASSISTED THEIR **SPIRITUAL MITRE & YANAR**, IN ESCORTING THE LOST TRIBE THROUGH **MERCIA** AND TEAMED UP WITH THE ARCHER HERO **ROB O' THE HEDGE**!
EVENTUALLY THEY REACHED THE HIDDEN CITY OF ALBION WHERE THE LOST TRIBE FINALLY SETTLED AFTER THEIR LONG EXODUS.
KNUCKLES RETURNED TO THE FLOATING ISLAND TO WATCH IT AND ITS NEW **MASTER EMERALD**, WHICH CONTAINED THE SPIRIT OF THE DEFEATED MAMMOTH MOGUL...

MOBIUS TIMELINE

ACT 21 THE SECOND ROBOTNIK WAR



THE **SECOND ROBOTNIK WAR** BEGAN WHEN **DOCTOR ROBOTNIK MARK II** TRAVELED FROM A **PARALLEL FUTURE** TO CONQUER **MOBIUS PRIME**!

HE RECLAIMED ALL OF THE FREED **ROBIANS** TO WORK FOR HIM.

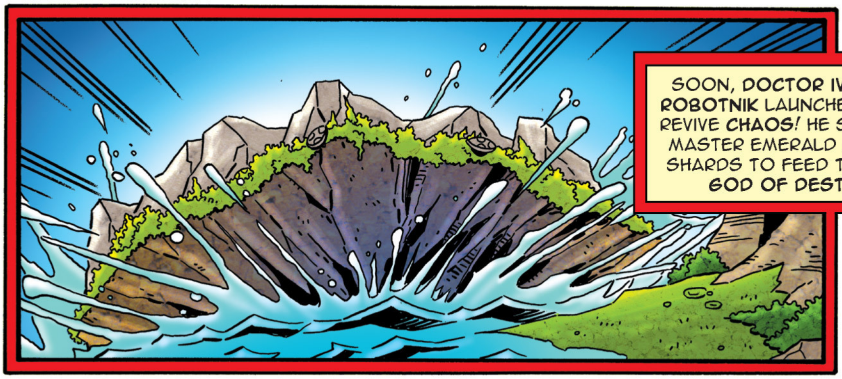
HIS ADVANCED **SHADOWBOT ARMY** MARCHED ON THE CAPITOL AND RECLAIMED ROBOTROPOLIS FOR THEIR MASTER!

THE FREEDOM FIGHTERS MANAGED TO DESTROY ROBOTNIK'S SATELLITE BASE BUT IT WAS ONLY A TEMPORARY SET-BACK...

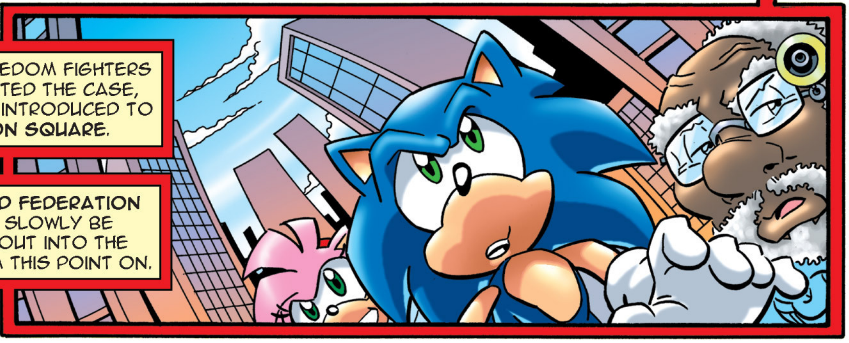
THE FULLY-ROBOTIC ROBOTNIK DOWNLOADED HIS MIND INTO A **ROBOT SHELL**, BRINGING OUT HIS NEW **"EGGMAN"** LOOK!

MOBIUS TIMELINE

ACT 22 SONIC ADVENTURE

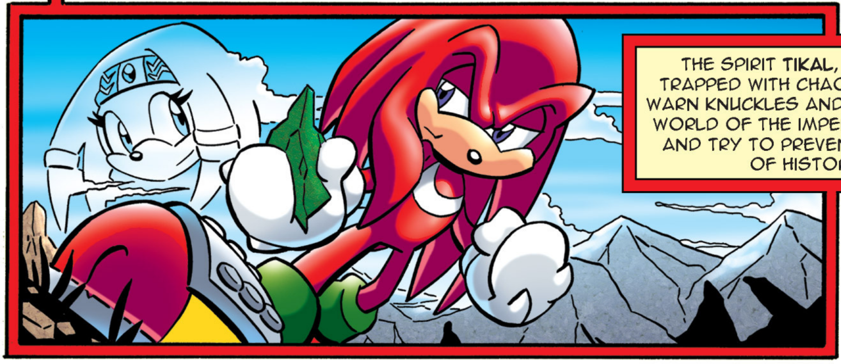


SOON, **DOCTOR IVO "EGGMAN" ROBOTNIK** LAUNCHED HIS PLAN TO REVIVE **CHAOS**! HE SHATTERED THE MASTER EMERALD AND USED ITS SHARDS TO FEED THE WEAKENED **GOD OF DESTRUCTION**!

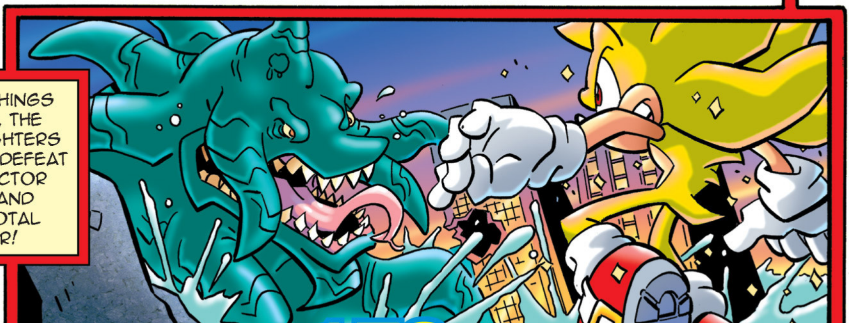


AS THE FREEDOM FIGHTERS INVESTIGATED THE CASE, THEY WERE INTRODUCED TO **STATION SQUARE**.

THE **UNITED FEDERATION** WOULD SLOWLY BE FORCED OUT INTO THE OPEN FROM THIS POINT ON.



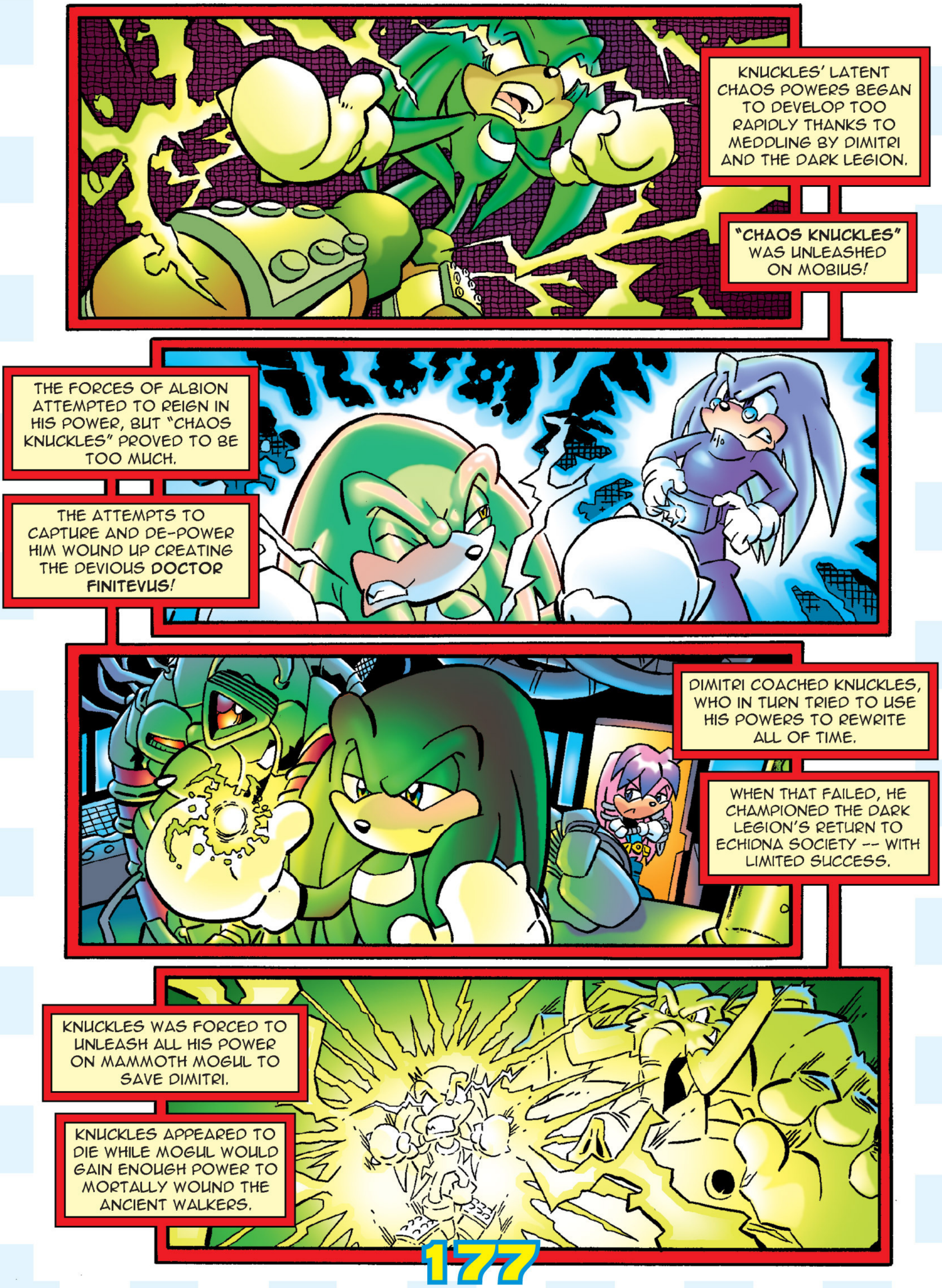
THE SPIRIT **TIKAL**, WHO WAS TRAPPED WITH CHAOS, TRIED TO WARN KNUCKLES AND THE OUTSIDE WORLD OF THE IMPENDING DOOM AND TRY TO PREVENT A REPEAT OF HISTORY!



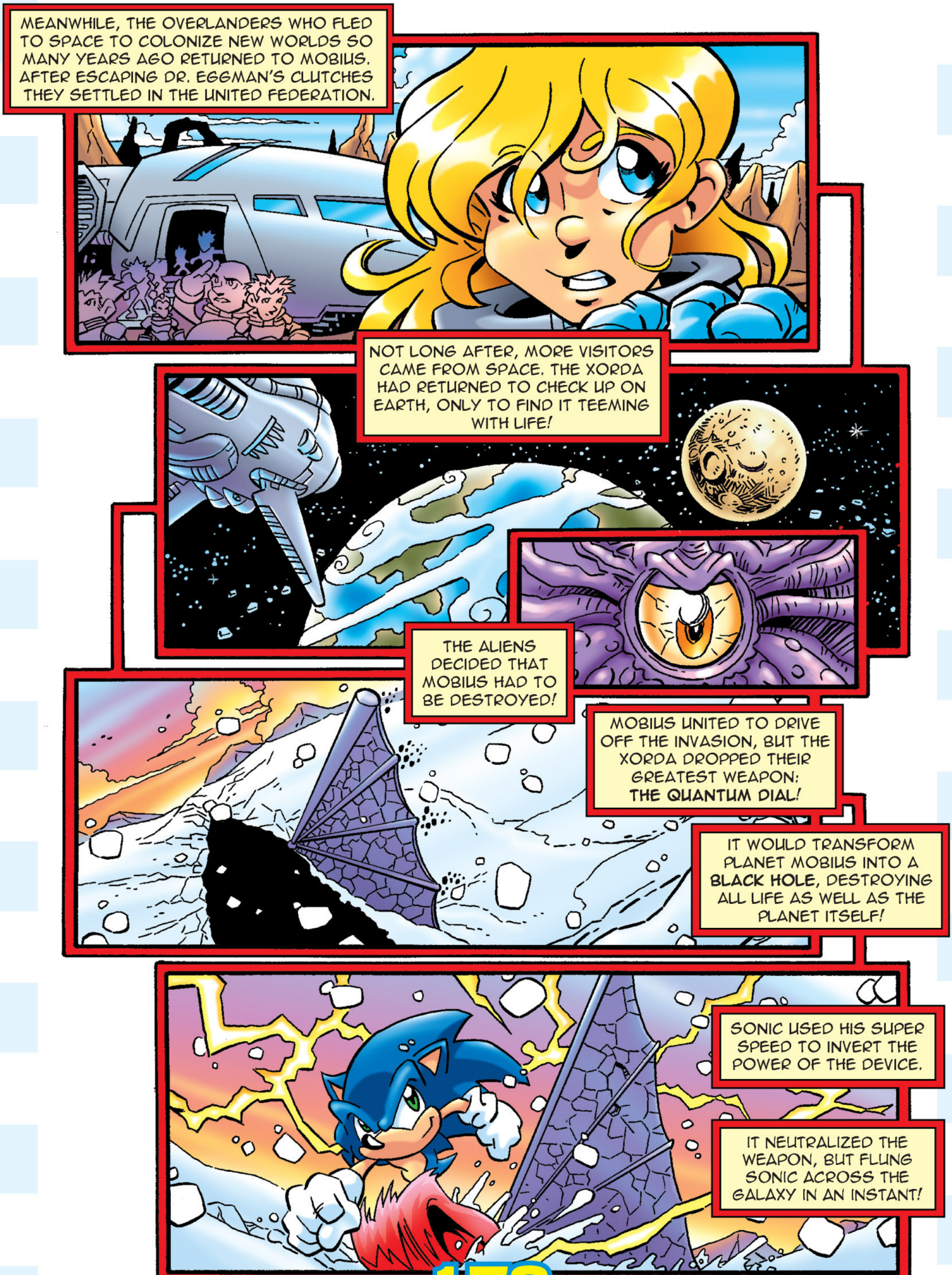
ALTHOUGH THINGS GREW DIRE, THE FREEDOM FIGHTERS MANAGED TO DEFEAT CHAOS, DOCTOR EGGMAN, AND PREVENT TOTAL DISASTER!

MOBIUS TIMELINE

ACT 23 CHAOS KNUCKLES!

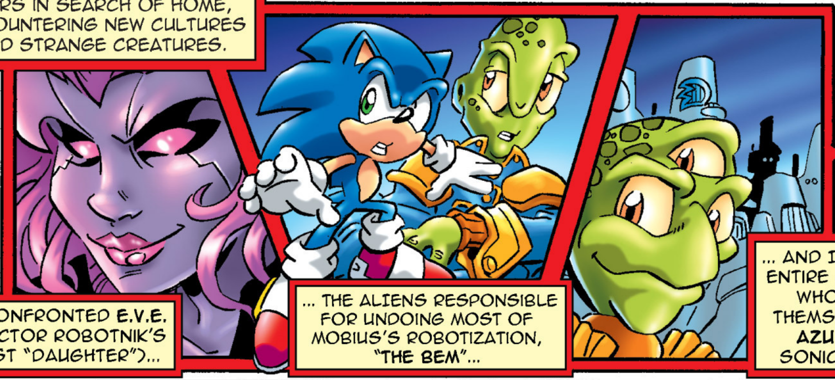

KNUCKLES' LATENT CHAOS POWERS BEGAN TO DEVELOP TOO RAPIDLY THANKS TO MEDDLING BY DIMITRI AND THE DARK LEGION.
"CHAOS KNUCKLES" WAS UNLEASHED ON MOBIUS!
THE FORCES OF ALBION ATTEMPTED TO REIGN IN HIS POWER, BUT "CHAOS KNUCKLES" PROVED TO BE TOO MUCH.
THE ATTEMPTS TO CAPTURE AND DE-POWER HIM WOUND UP CREATING THE DEVIOUS DOCTOR FINITEVUS!
DIMITRI COACHED KNUCKLES, WHO IN TURN TRIED TO USE HIS POWERS TO REWRITE ALL OF TIME.
WHEN THAT FAILED, HE CHAMPIONED THE DARK LEGION'S RETURN TO ECHIDNA SOCIETY -- WITH LIMITED SUCCESS.
KNUCKLES WAS FORCED TO UNLEASH ALL HIS POWER ON MAMMOTH MOGUL TO SAVE DIMITRI.
KNUCKLES APPEARED TO DIE WHILE MOGUL WOULD GAIN ENOUGH POWER TO MORTALLY WOUND THE ANCIENT WALKERS.

ACT 24 SPACE INVADERS RETURN


MEANWHILE, THE OVERLANDERS WHO FLED TO SPACE TO COLONIZE NEW WORLDS SO MANY YEARS AGO RETURNED TO MOBIUS. AFTER ESCAPING DR. EGGMAN'S CLUTCHES THEY SETTLED IN THE UNITED FEDERATION.
NOT LONG AFTER, MORE VISITORS CAME FROM SPACE. THE XORDA HAD RETURNED TO CHECK UP ON EARTH, ONLY TO FIND IT TEEMING WITH LIFE!
THE ALIENS DECIDED THAT MOBIUS HAD TO BE DESTROYED!
MOBIUS UNITED TO DRIVE OFF THE INVASION, BUT THE XORDA DROPPED THEIR GREATEST WEAPON: **THE QUANTUM DIAL!**
IT WOULD TRANSFORM PLANET MOBIUS INTO A **BLACK HOLE**, DESTROYING ALL LIFE AS WELL AS THE PLANET ITSELF!
SONIC USED HIS SUPER SPEED TO INVERT THE POWER OF THE DEVICE.
IT NEUTRALIZED THE WEAPON, BUT FLUNG SONIC ACROSS THE GALAXY IN AN INSTANT!

MOBIUS TIMELINE

ACT 25 HOME

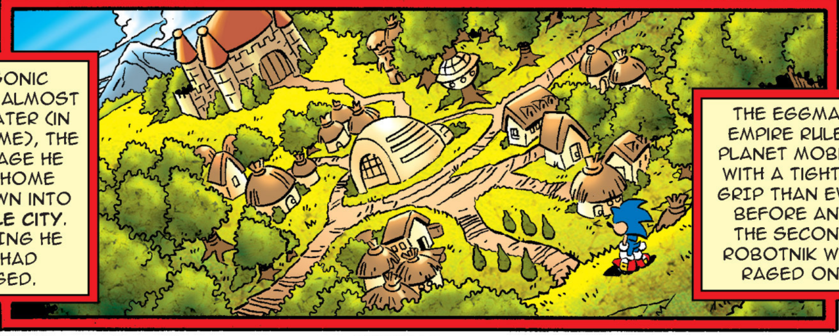


SONIC TRAVELED ACROSS THE STARS IN SEARCH OF HOME, ENCOUNTERING NEW CULTURES AND STRANGE CREATURES.

HE CONFRONTED **E.V.E.** (DOCTOR ROBOTNIK'S FIRST "DAUGHTER")...

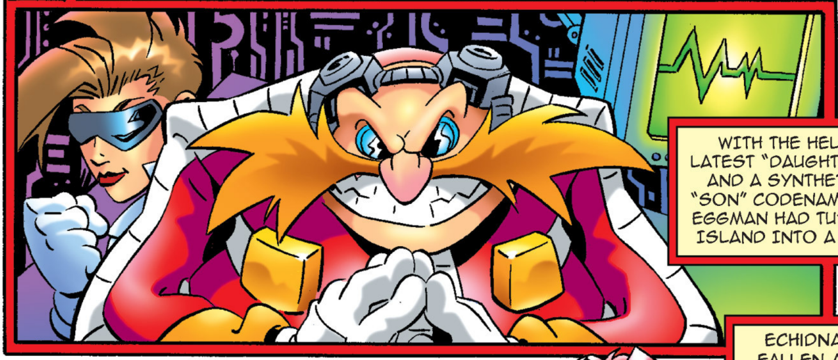
... THE ALIENS RESPONSIBLE FOR UNDOING MOST OF MOBIUS'S ROBOTIZATION, **"THE BEM"**...

... AND INSPIRED AN ENTIRE CIVILIZATION WHO NAMED THEMSELVES **"THE AZURITES"** IN SONIC'S HONOR.

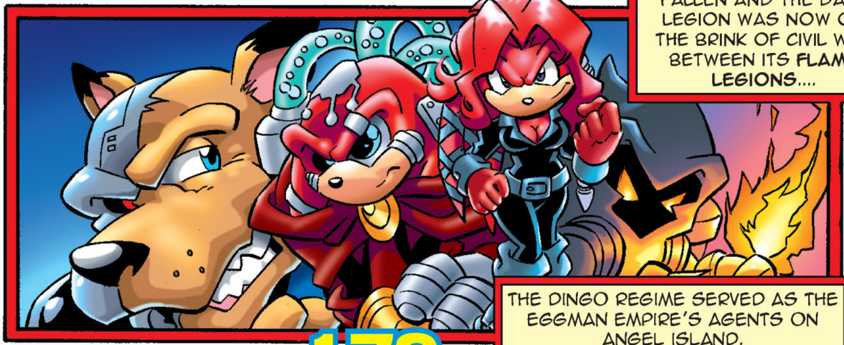


WHEN SONIC RETURNED ALMOST A YEAR LATER (IN MOBIAN TIME), THE TINY VILLAGE HE CALLED HOME HAD GROWN INTO **KNOTHOLE CITY**. EVERYTHING HE KNEW HAD CHANGED.

THE EGGMAN EMPIRE RULED PLANET MOBIUS WITH A TIGHTER GRIP THAN EVER BEFORE AND THE SECOND ROBOTNIK WAR RAGED ON.



WITH THE HELP OF HIS LATEST "DAUGHTER," **MECHA,** AND A SYNTHETIC VIRUS "SON" CODENAMED **A.D.A.M.**, EGGMAN HAD TURNED ANGEL ISLAND INTO A WAR-ZONE.

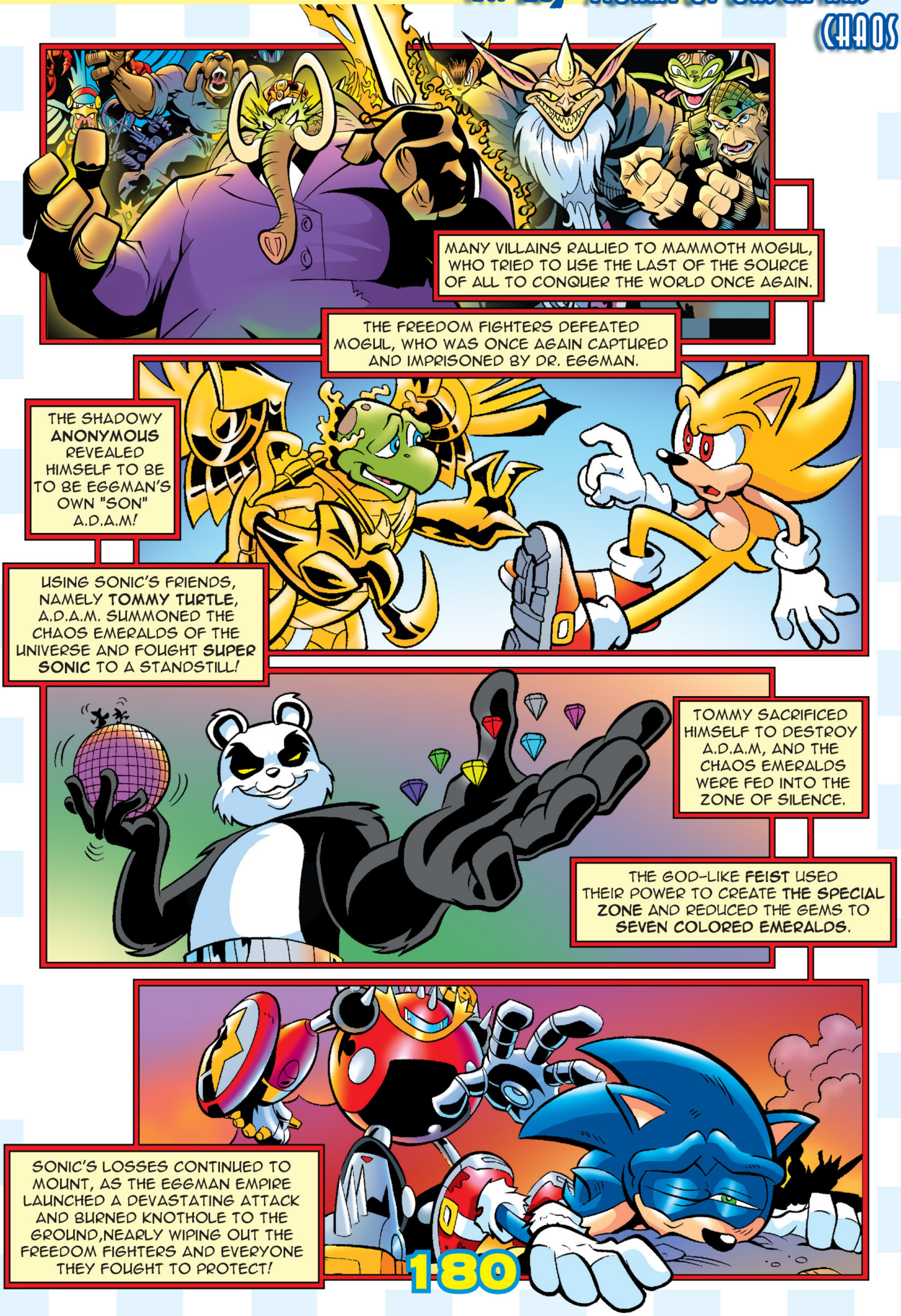


ECHIDNAOPOLIS HAD FALLEN AND THE DARK LEGION WAS NOW ON THE BRINK OF CIVIL WAR BETWEEN ITS **FLAME LEGIONS**....

THE DINGO REGIME SERVED AS THE EGGMAN EMPIRE'S AGENTS ON ANGEL ISLAND.

MOBIUS TIMELINE

ACT 26 STORMS OF ORDER AND CHAOS



MANY VILLAINS RALLIED TO MAMMOTH MOGUL, WHO TRIED TO USE THE LAST OF THE SOURCE OF ALL TO CONQUER THE WORLD ONCE AGAIN.

THE FREEDOM FIGHTERS DEFEATED MOGUL, WHO WAS ONCE AGAIN CAPTURED AND IMPRISONED BY DR. EGGMAN.

THE SHADOWY **ANONYMOUS** REVEALED HIMSELF TO BE TO BE EGGMAN'S OWN "SON" A.D.A.M!

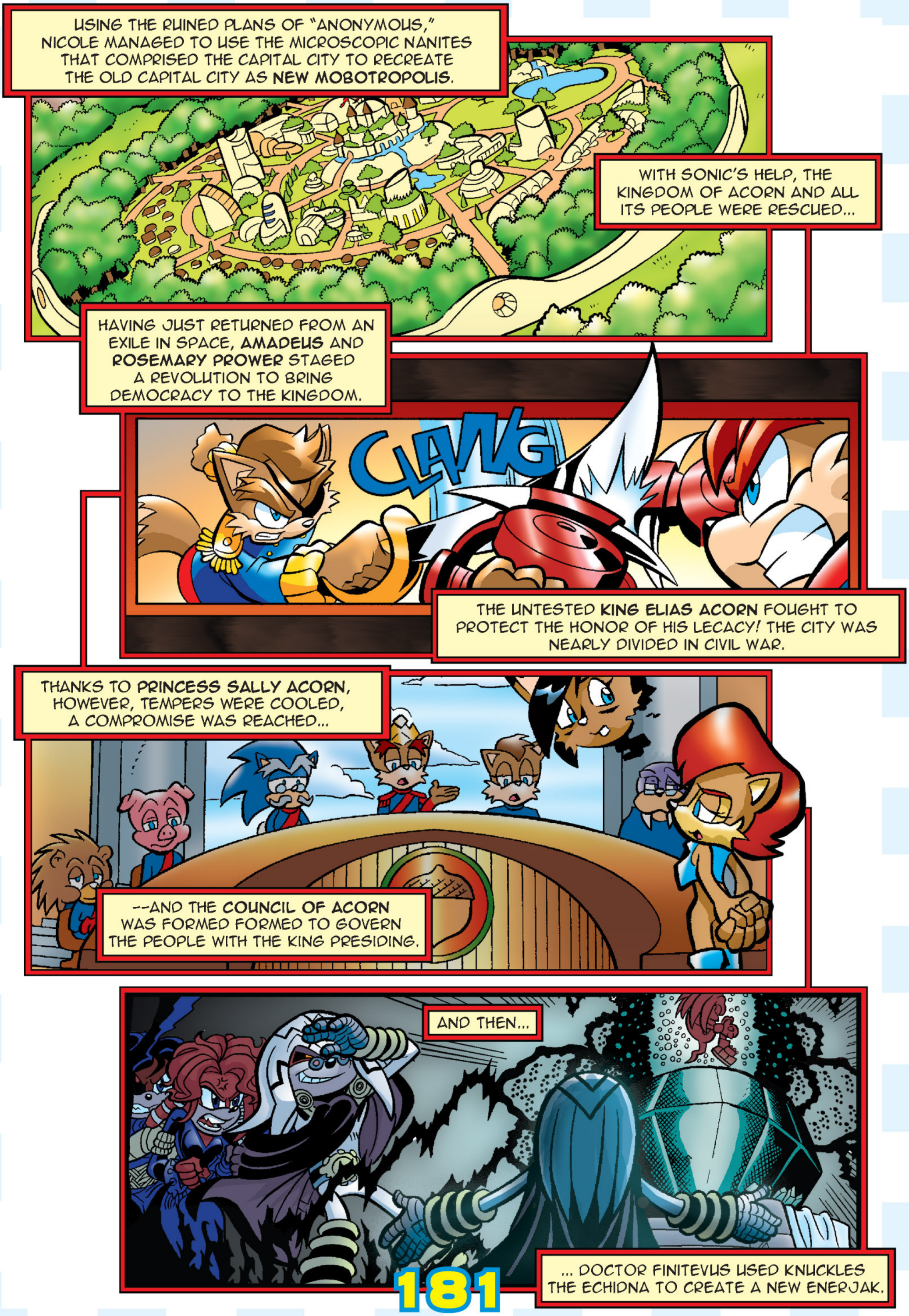
USING SONIC'S FRIENDS, NAMELY **TOMMY TURTLE**, A.D.A.M. SUMMONED THE CHAOS EMERALDS OF THE UNIVERSE AND FOUGHT **SUPER SONIC** TO A STANDSTILL!

TOMMY SACRIFICED HIMSELF TO DESTROY A.D.A.M, AND THE CHAOS EMERALDS WERE FED INTO THE ZONE OF SILENCE.

THE GOD-LIKE **FEIST** USED THEIR POWER TO CREATE **THE SPECIAL ZONE** AND REDUCED THE GEMS TO **SEVEN COLORED EMERALDS**.

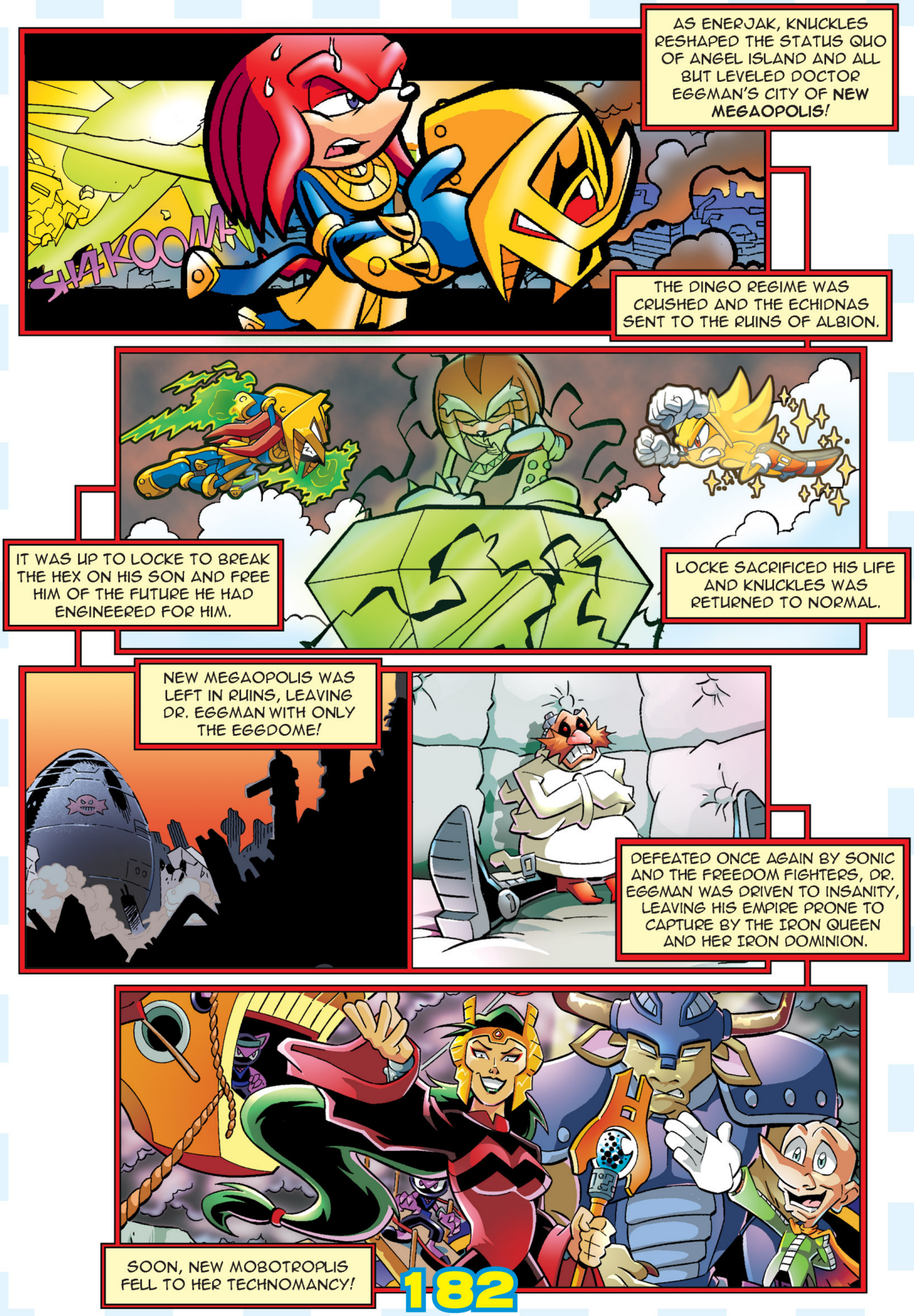
SONIC'S LOSSES CONTINUED TO MOUNT, AS THE EGGMAN EMPIRE LAUNCHED A DEVASTATING ATTACK AND BURNED KNOTHOLE TO THE GROUND,NEARLY WIPING OUT THE FREEDOM FIGHTERS AND EVERYONE THEY FOUGHT TO PROTECT!

ACT 27 NEW MOBOTROPOLIS


USING THE RUINED PLANS OF "ANONYMOUS," NICOLE MANAGED TO USE THE MICROSCOPIC NANITES THAT COMPRISED THE CAPITAL CITY TO RECREATE THE OLD CAPITAL CITY AS **NEW MOBOTROPOLIS**.
WITH SONIC'S HELP, THE KINGDOM OF ACORN AND ALL ITS PEOPLE WERE RESCUED...
HAVING JUST RETURNED FROM AN EXILE IN SPACE, **AMADEUS** AND **ROSEMARY PROWER** STAGED A REVOLUTION TO BRING DEMOCRACY TO THE KINGDOM.
CLANG
THE UNTESTED **KING ELIAS ACORN** FOUGHT TO PROTECT THE HONOR OF HIS LEGACY! THE CITY WAS NEARLY DIVIDED IN CIVIL WAR.
THANKS TO **PRINCESS SALLY ACORN**, HOWEVER, TEMPERS WERE COOLED, A COMPROMISE WAS REACHED...
--AND THE **COUNCIL OF ACORN** WAS FORMED FORMED TO GOVERN THE PEOPLE WITH THE KING PRESIDING.
AND THEN...
... DOCTOR FINITEVUS USED KNUCKLES THE ECHIDNA TO CREATE A NEW ENERJAK.

MOBIUS TIMELINE

ACT 28 A BOLD NEW BEGINNING...



AS ENERJAK, KNUCKLES RESHAPED THE STATUS QUO OF ANGEL ISLAND AND ALL BUT LEVELED DOCTOR EGGMAN'S CITY OF **NEW MEGAOPOLIS**!

THE DINGO REGIME WAS CRUSHED AND THE ECHIDNAS SENT TO THE RUINS OF ALBION.

IT WAS UP TO LOCKE TO BREAK THE HEX ON HIS SON AND FREE HIM OF THE FUTURE HE HAD ENGINEERED FOR HIM.

LOCKE SACRIFICED HIS LIFE AND KNUCKLES WAS RETURNED TO NORMAL.

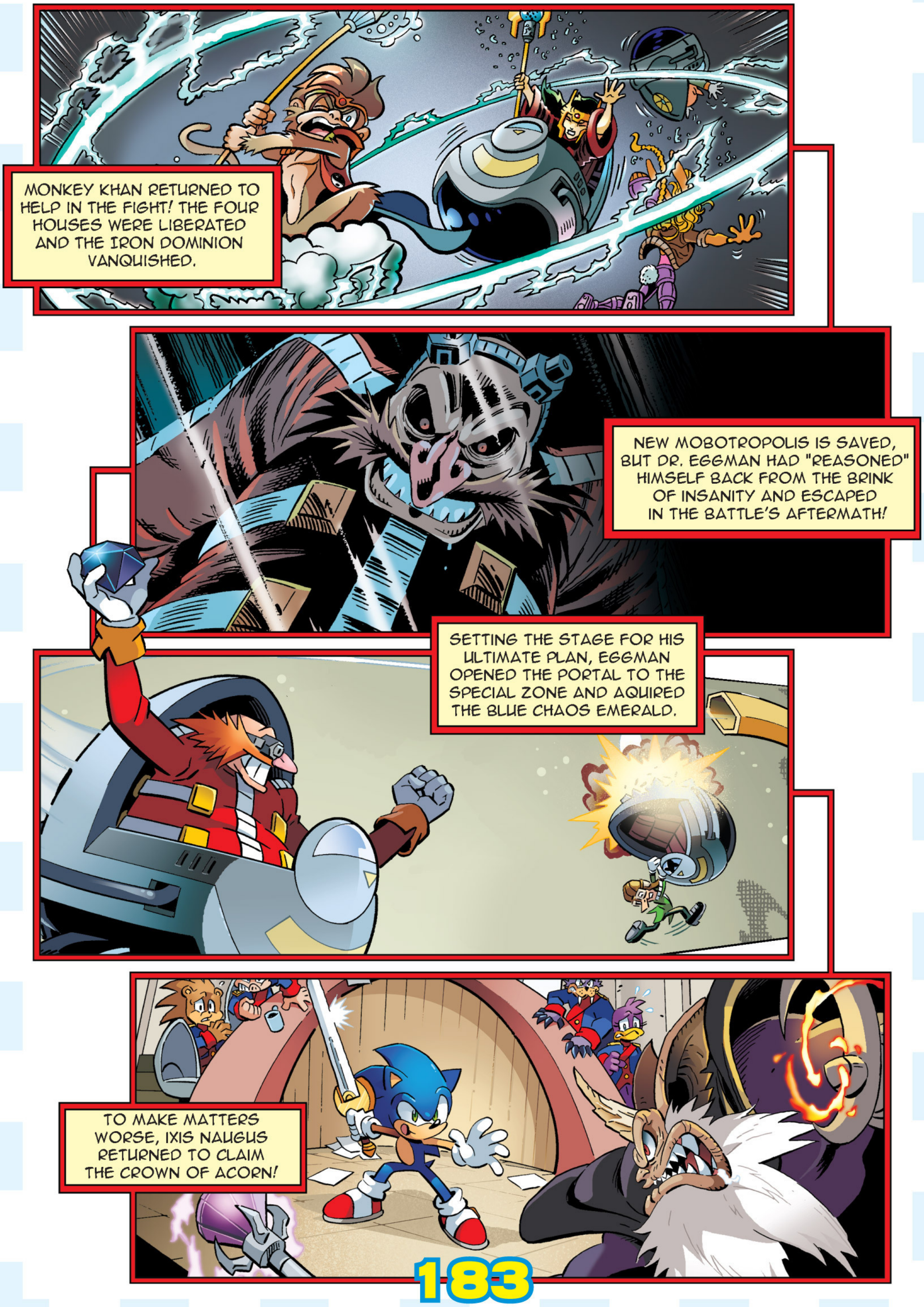
NEW MEGAOPOLIS WAS LEFT IN RUINS, LEAVING DR. EGGMAN WITH ONLY THE EGGDOME!

DEFEATED ONCE AGAIN BY SONIC AND THE FREEDOM FIGHTERS, DR. EGGMAN WAS DRIVEN TO INSANITY, LEAVING HIS EMPIRE PRONE TO CAPTURE BY THE IRON QUEEN AND HER IRON DOMINION.

SOON, NEW MOBOTROPLIS FELL TO HER TECHNOMANCY!

MOBIUS TIMELINE

ACT 29 NEW WORLD ORDER



MONKEY KHAN RETURNED TO HELP IN THE FIGHT! THE FOUR HOUSES WERE LIBERATED AND THE IRON DOMINION VANQUISHED.

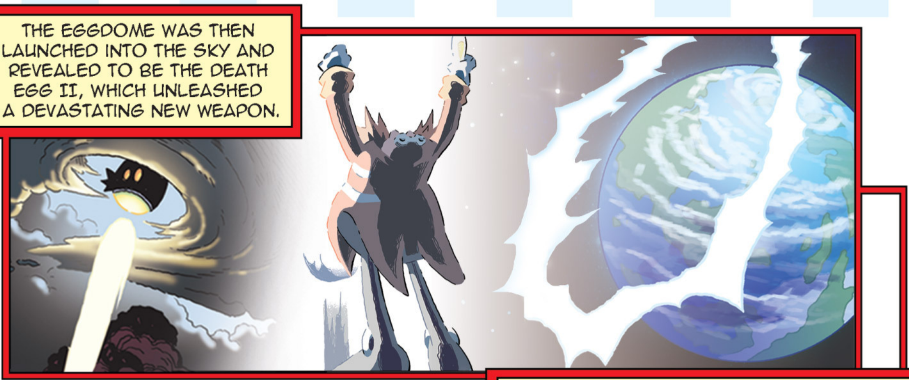
NEW MOBOTROPOLIS IS SAVED, BUT DR. EGGMAN HAD "REASONED" HIMSELF BACK FROM THE BRINK OF INSANITY AND ESCAPED IN THE BATTLE'S AFTERMATH!

SETTING THE STAGE FOR HIS ULTIMATE PLAN, EGGMAN OPENED THE PORTAL TO THE SPECIAL ZONE AND AQUIRED THE BLUE CHAOS EMERALD.

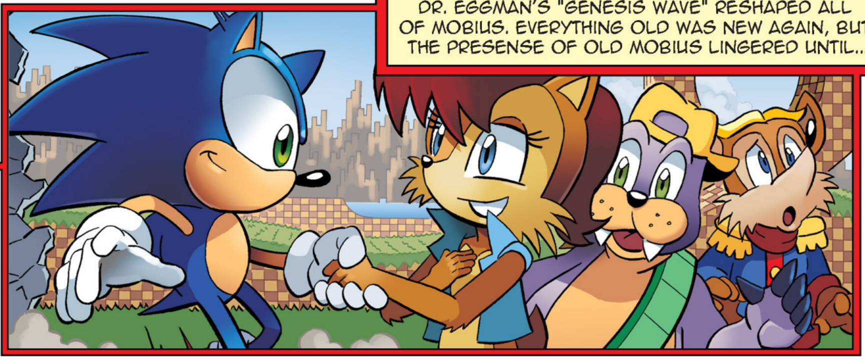
TO MAKE MATTERS WORSE, IXIS NAUGUS RETURNED TO CLAIM THE CROWN OF ACORN!

ACT 30 DEATH EGG MARK 2

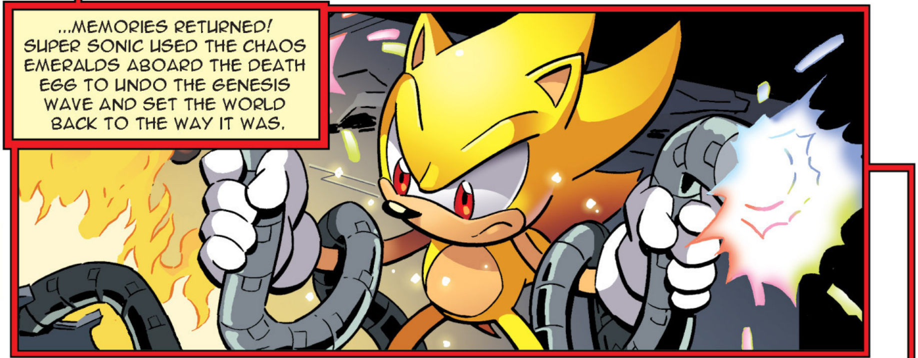
THE EGGDOME WAS THEN LAUNCHED INTO THE SKY AND REVEALED TO BE THE DEATH EGG II, WHICH UNLEASHED A DEVASTATING NEW WEAPON.

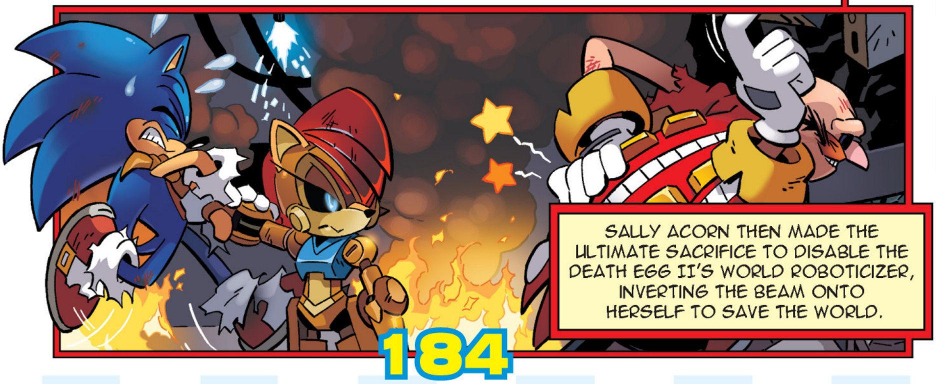


DR. EGGMAN'S "GENESIS WAVE" RESHAPED ALL OF MOBIUS. EVERYTHING OLD WAS NEW AGAIN, BUT THE PRESENSE OF OLD MOBIUS LINGERED UNTIL...



...MEMORIES RETURNED! SUPER SONIC USED THE CHAOS EMERALDS ABOARD THE DEATH EGG TO UNDO THE GENESIS WAVE AND SET THE WORLD BACK TO THE WAY IT WAS.

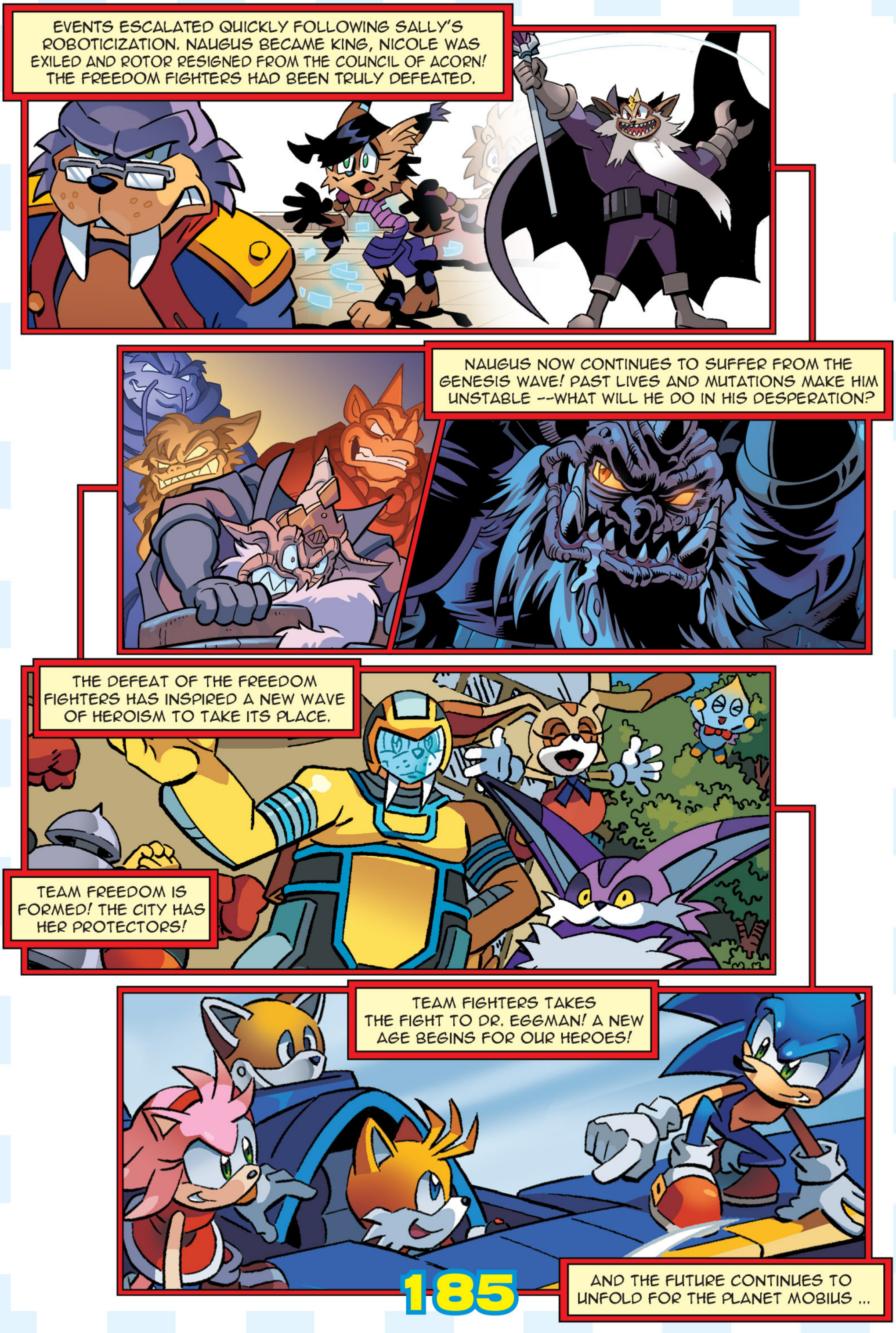




SALLY ACORN THEN MADE THE ULTIMATE SACRIFICE TO DISABLE THE DEATH EGG II'S WORLD ROBOTICIZER, INVERTING THE BEAM ONTO HERSELF TO SAVE THE WORLD.

MOBIUS TIMELINE

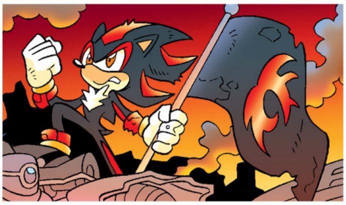
ACT 31 IXIS RESURGENCE


EVENTS ESCALATED QUICKLY FOLLOWING SALLY'S ROBOTICIZATION. NAUGUS BECAME KING, NICOLE WAS EXILED AND ROTOR RESIGNED FROM THE COUNCIL OF ACORN! THE FREEDOM FIGHTERS HAD BEEN TRULY DEFEATED.
NAUGUS NOW CONTINUES TO SUFFER FROM THE GENESIS WAVE! PAST LIVES AND MUTATIONS MAKE HIM UNSTABLE --WHAT WILL HE DO IN HIS DESPERATION?
THE DEFEAT OF THE FREEDOM FIGHTERS HAS INSPIRED A NEW WAVE OF HEROISM TO TAKE ITS PLACE.
TEAM FREEDOM IS FORMED! THE CITY HAS HER PROTECTORS!
TEAM FIGHTERS TAKES THE FIGHT TO DR. EGGMAN! A NEW AGE BEGINS FOR OUR HEROES!
AND THE FUTURE CONTINUES TO UNFOLD FOR THE PLANET MOBIUS ...

MOBIUS

THE FUTURE

There are many possible futures, but one such future has been seen more than others.



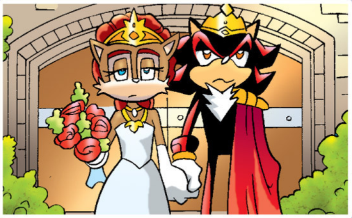
SHADOW CONQUERS MOBIUS

Twenty-five years in the future, Mobius knew peace. **Dr. Eggman** was dead, vaporized by Knuckles when he lost control of his **chaos** powers. **King Sonic** and **Queen Sally** ruled Mobius with their two children, **Princess Sonia** and her younger brother **Prince Manik**. However, **Rotor** and his partner **Cobar** discovered that the time-travel and zone-hopping of the past had greatly destabilized space-time. Reality was unraveling. King Sonic and Guardian Knuckles were brought together again for one last adventure. Using Dr. Eggman's **Tachyon Chamber**, King Sonic jumped into the time stream to fix the holes.

While he succeeded, he inadvertently erased himself and his family from the timeline. History was rewritten so that **Shadow** defeated Dr. Eggman and fought for world peace. Shadow eventually became embittered by the struggle and decided Mobius could only be saved by following his every command. He conquered the world and became **King Shadow**. As part of his conquest, he married Queen Sally for her political connections. Sally agreed to the unhappy marriage to help soften Shadow's harsh rule. **Lien-Da** had been protected from the time-shift thanks to a device built by Rotor and Cobar. She used her knowledge of the previous timeline to win King Shadow's confidence. Her **Dark Legion** became his **Dark Presence**. The **Dark Eyes** were the espionage division and the **Dark Hands** her enforcers. Tails and his family had likewise survived the time-shift. Tails sought out **Lara-Su**, and together they found Sonic with the intention of returning him to the throne. King Shadow was challenged and ultimately put into stasis by Lara-Su using **Chaos Control.** Sonic was reunited with Sally, crowned king, and they soon had twins – Sonia and Manik.

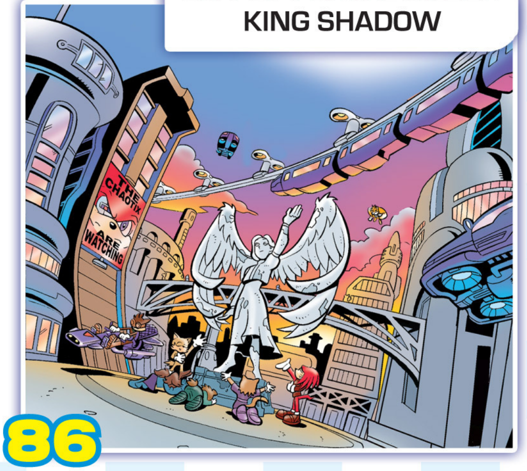
Five years later, Lien-Da and the Dark Presence had become a terrorist cell. They succeeded in rescuing Shadow. Instead of vying for the crown, he unleashed the monstrous **Tikhaos** and destroyed Lien-Da's device, forcing her to realign in the time-stream. The whereabouts of King Shadow and Lien-Da are now unknown.

Lara-Su and King Sonic managed to rally a new team of Freedom Fighters to save the world from Tikhaos. Now, when trouble is on the rise, the **Future Freedom Fighters** are prepared to save the world just as the previous generation did.

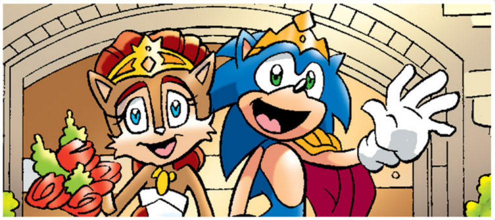


THE ROYAL WEDDING

CITY OF PORTAL UNDER KING SHADOW



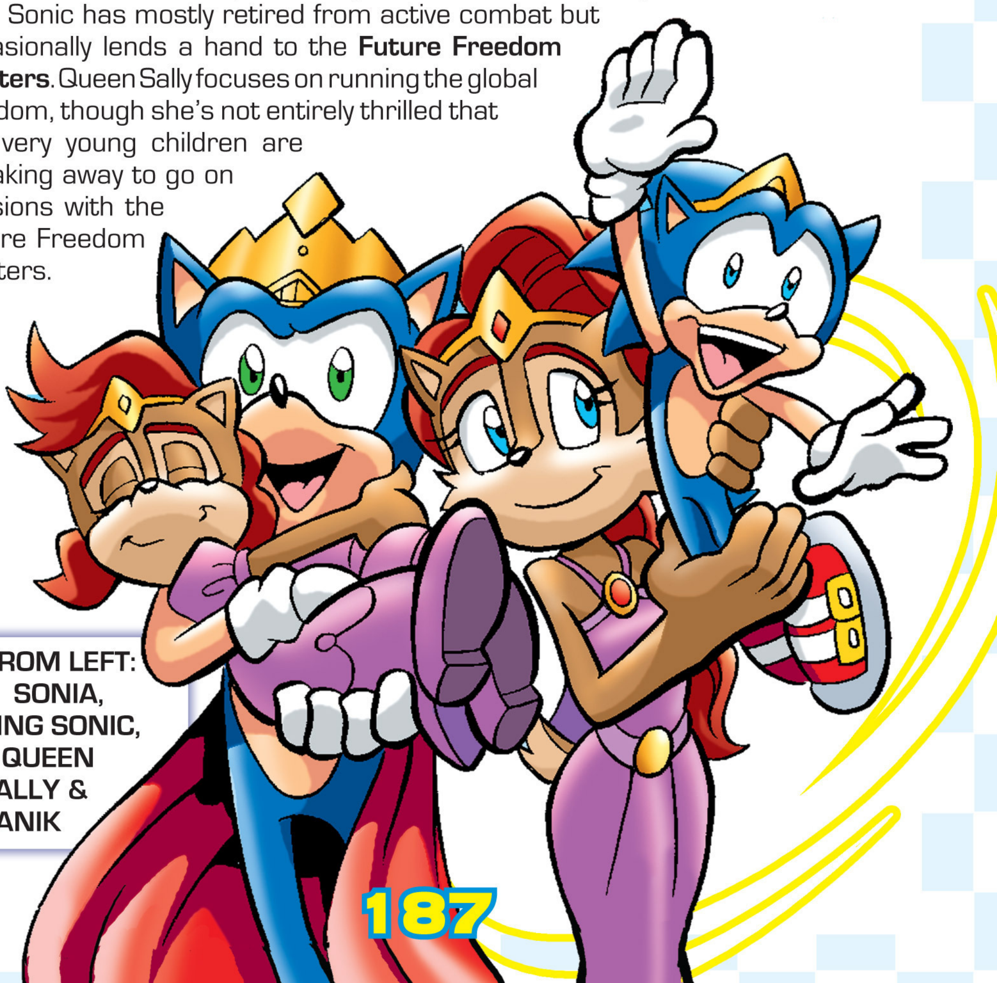
KING SONIC'S FAMILY



SONIC AND SALLY ON THEIR WEDDING DAY, FOLLOWING THE DEFEAT OF KING SHADOW

The royal family of **Mobius** rules from **Castle Mobius** in the city of **Portal** on **Angel Island**. The family once had an older daughter and a younger son, but shifts in the time-stream erased them from existence. Up until that point, King Sonic was less than enthusiastic about his parental and kingly duties. It was when he lost both that he realized how much he'd once had.

Now that both his family and crown have been restored, King Sonic is a notably more mature ruler and doting father. **Queen Sally** remains the level-headed leader and the true political power to the pairing. Their twins, **Sonia** and **Manik**, share their parents' spirit and their father's speed. King Sonic has mostly retired from active combat but occasionally lends a hand to the **Future Freedom Fighters**. Queen Sally focuses on running the global kingdom, though she's not entirely thrilled that her very young children are sneaking away to go on missions with the Future Freedom Fighters.

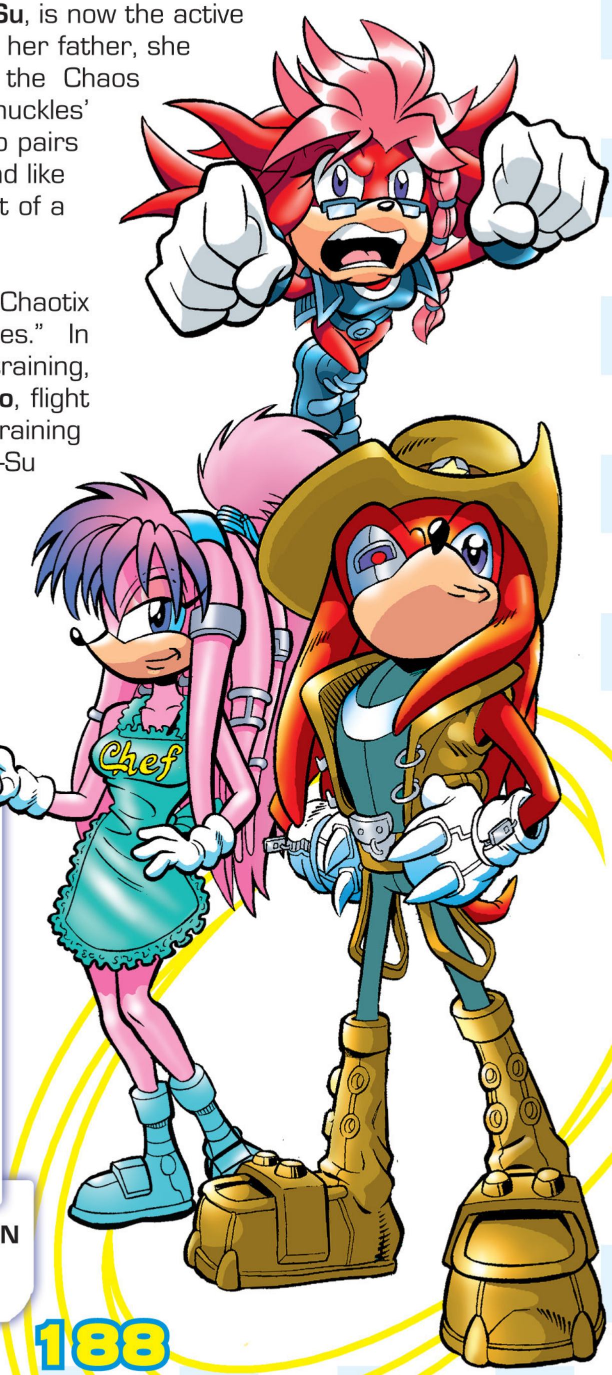


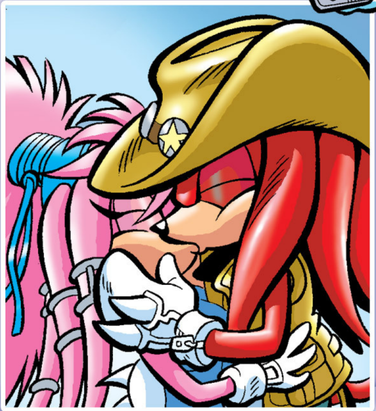
FROM LEFT: SONIA, KING SONIC, QUEEN SALLY & MANIK

KNUCKLES' FAMILY

Knuckles the Echidna and **Julie-Su** live together, devoted since their teen years, and have yet to go through the full ceremony of union. They travel the world together as part of the **Chaotix,** helping to promote stability across **Mobius.** Their daughter, **Lara-Su**, is now the active **Guardian of Angel Island.** Like her father, she has a strong connection to the Chaos Force. As an after-effect of Knuckles' unusual origin, Lara-Su has two pairs of retractable knuckleclaws. And like both her parents, she has a bit of a temper.

Lara-Su was raised by all of the Chaotix and considers them her "uncles." In addition to her Guardian training, she learned ninjitsu from **Espio**, flight from **Charmy**, and strength training from **Vector** and **Mighty**. Lara-Su also receives advice from her distant ancestor, **Dimitri**, who endures as a robotic head in a floating glass bubble. While she gets along with him, she is constantly at odds with her cousin, **Rutan**, the son of **Lien-Da**.

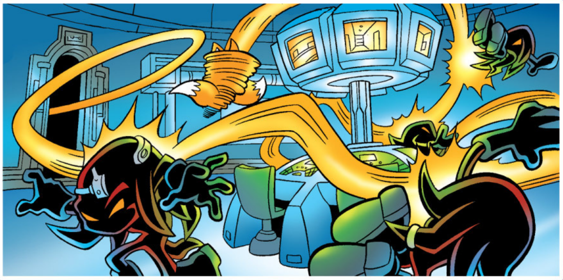




KNUCKLES & JULIE-SU REMAIN DEVOTED TO EACH OTHER DESPITE NEVER MARRYING

THE PROWER FAMILY

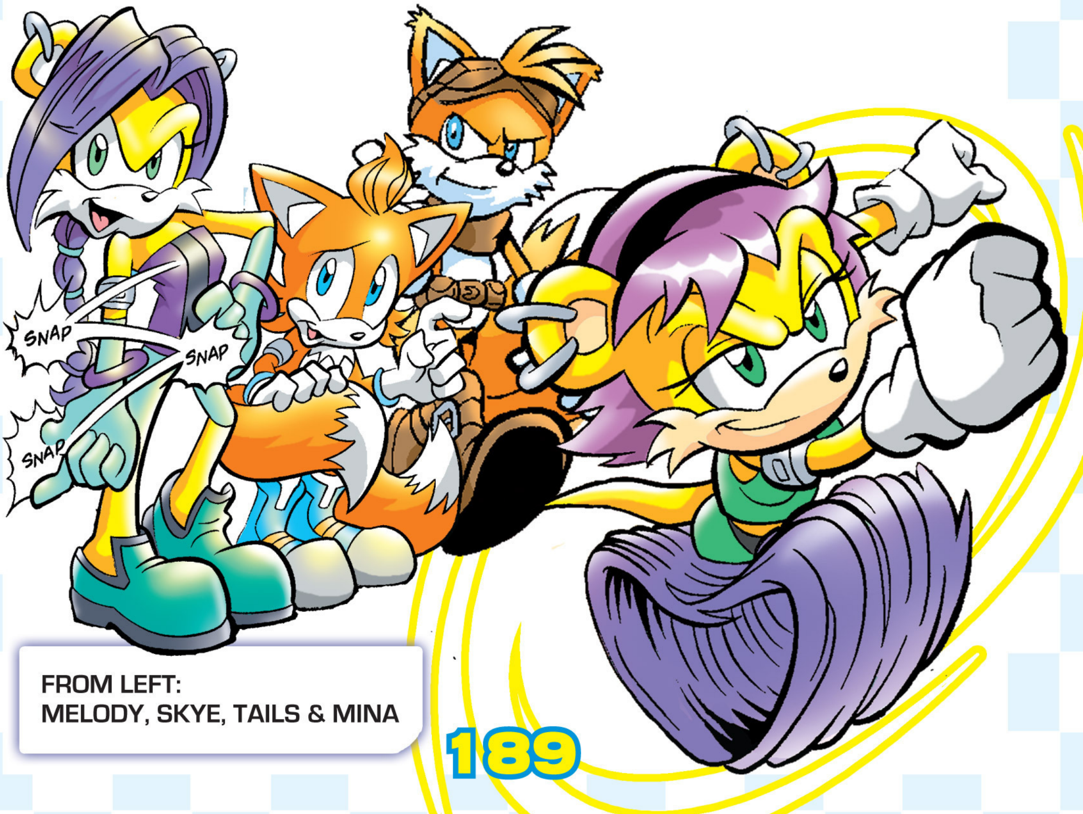
Grown up, Tails now goes by **Miles Prower**. In an unlikely turn of events, he ended up marrying the pop idol of his youth: **Mina Mongoose**. The two take turns directing the family: for a year they explore the mysteries of **Mobius** with Miles, and then the next year Mina settles to work out her newest album and continue the longest-running music career on Mobius.



SKYE HAS HAD MORE DIFFICULTY WITH FLIGHT AT HIS AGE THAN HIS FATHER, RESULTING IN A TORNADO-LIKE SPIN

They have two children: **Melody,** their daughter and **Skye**, their son. Melody shares her mother's lovely voice and incredible speed and her father's adventurous spirit. Skye has his father's knack for machines but his mother's early timidity. While Skye has twin tails, he hasn't quite figured out how to fly like his father. Instead, he whirls about like a mini-tornado with a very limited amount of control.

All of the Prowers were in the original time-stream until **King Sonic** rewrote history to fix space-time. Miles built them all special armbands that protected them from the shift in reality and allowed them to restore King Sonic to his throne.



FROM LEFT:
MELODY, SKYE, TAILS & MINA

FUTURE FREEDOM FIGHTERS

After the **Second Robotnik War**, **Queen Sally Acorn** was forced to disband the **Freedom Fighters** as part of a peace treaty with **King Shadow**. The world remained peaceful only because of Shadow's brutal rule. With his downfall, however, the world needed new protectors. Initially gathered together on the fly, the **Future Freedom Fighters** are comprised of the descendants of the last generation Freedom Fighters and **Chaotix**. Based out of **Angel Island**, they're on-call to help a whole new generation of **Mobians**.

Lara-Su (1) – The current **Guardian of Angel Island** and the team's leader. Her retractable knuckleclaws, **chaos** powers and Guardian training make her a formidable and essential team member. She seems to have a special connection with Argyle.

Argyle Crocodile (2) – Vector's son and a complete computer geek. Well mannered, well spoken and surprisingly suave, he usually helps the team from his workstation by providing them with information and support. He seems to have a thing for Lara-Su.

Jacques D'Coolette (3) – The son of **Antoine** & **Bunnie D'Coolette**. He has a cybernetic left arm and right leg. Cool and charming, he rockets into battle with his one foot-rocket and a saber built into his arm.

Belle D'Coolette (4) – Jacques's twin sister. Just as alluring and disarmingly becoming, she has a cybernetic right arm and left leg. She can swoop into battle with her one rocket-foot and provide support with her arm-cannon.

Melody Prower (5) – The daughter of **Miles** & **Mina Prower**, Melody is excitable but eager to be part of the new team. She brings her incredible speed to the fight.

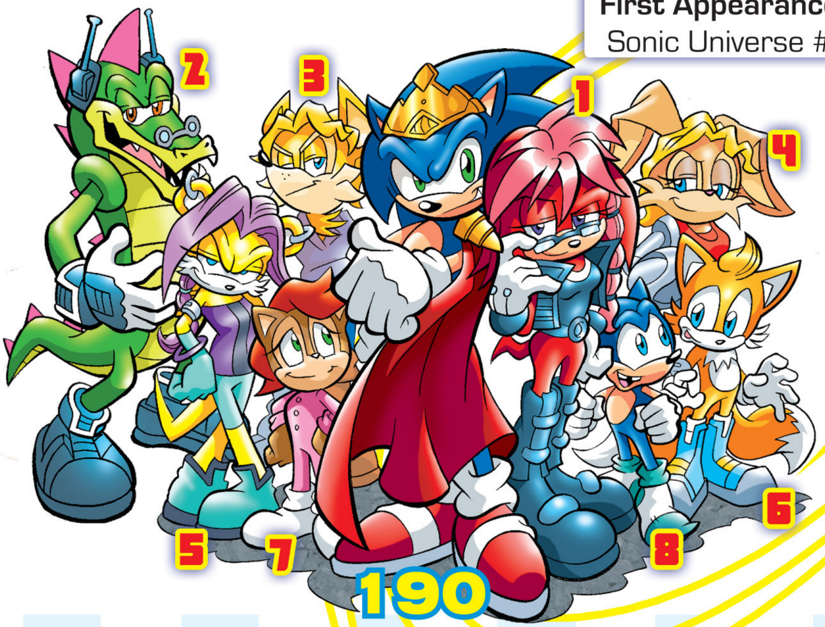
Skye Prower (6) – Melody's timid brother. He's a bit of a tinkerer but is hampered by his skittishness. He tries to fly with his twin tails but usually ends up spinning himself like an out-of-control top.

Princess Sonia Acorn (7) – One of the royal twins, she's usually more perceptive and take-charge than her brother. Being barely five-years-old, though, that doesn't say much. She is super-fast like her father.

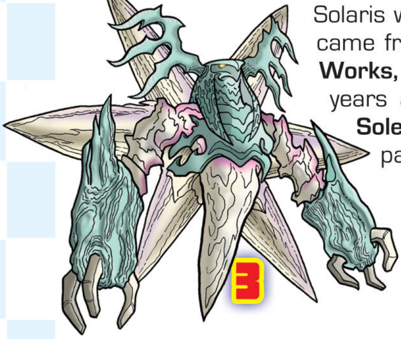
Prince Manik Acorn (8) – Sonia's twin brother and her only equal in speed. Manik is easily distracted and excited, but surprisingly heroic for a boy so young.

PROFILE STATS:

First Appearance:
Sonic Universe #8

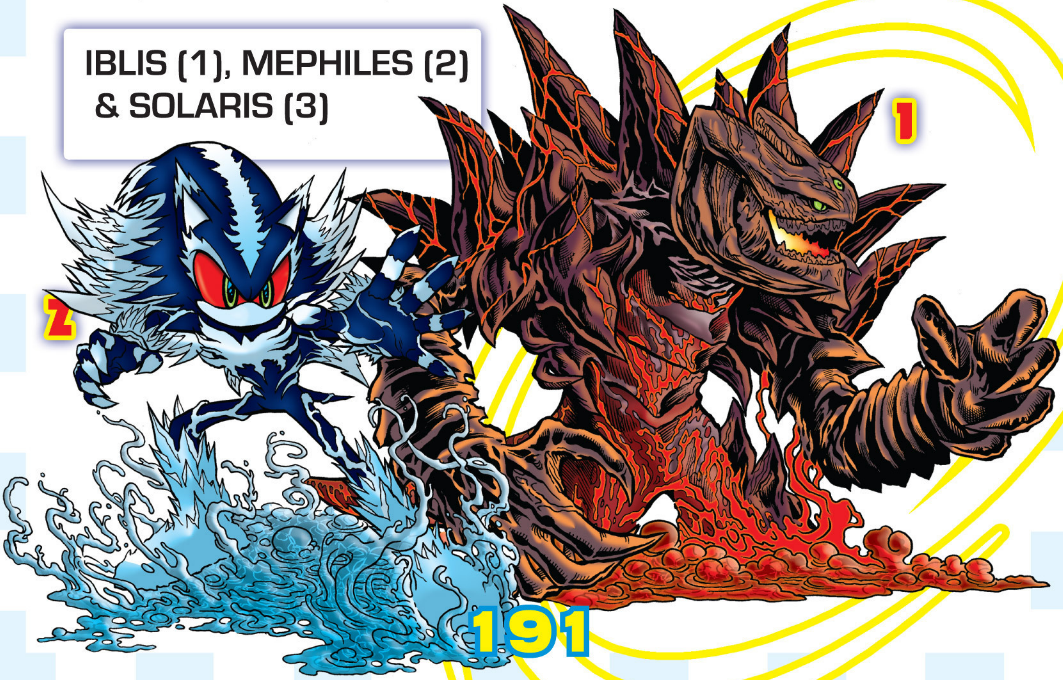


IBLIS, MEPHILES & SOLARIS



Solaris was the god of time, light, and fire. No one knows where it came from. Some believed it to be one of the **Seven Ixis Master Works,** while others believe it always existed. Nevertheless, ten years ago it was a small white flame in the research labs of **Soleanna**. The people of Soleanna worshipped Solaris as their patron deity and held an annual ceremony to ask for its loving light and not its destructive fire. The **Duke of Soleanna** and his researchers, however, were experimenting with Solaris in an attempt to harness its time-warping powers.

They ended up splitting the creature in half. Solaris's fiery power and destructive nature became the spirit Iblis. Without any other option, the duke used the power of a **Chaos Emerald** to seal the energy within his daughter, **Princess Elise**, dying in the process himself. It would remain that way until Elise gave into despair, trapping her in a life of feigned optimism. The other half of Solaris consisted of power and intelligence. This smoky spirit was called Mephiles. He would be trapped within a device called the **Scepter of Darkness** by **Shadow the Hedgehog**. Years later, Mephiles would be released and steal Shadow's shape and abilities by merging with his shadow. Cruel and brilliant, Mephiles created a plan that spanned over two hundred years, brought him the seven Chaos Emeralds, saw the death of **Sonic the Hedgehog** and the release of Iblis. With the power of the Chaos Emeralds, Mephiles rejoined Iblis and Solaris was reborn. Solaris began to devour time. Its eyes opened across time and space and began to consume all as localized black holes. An alliance between heroes and villains managed to recover the Chaos Emeralds, revive Sonic, and see to Solaris's defeat. Sonic and Princess Elise were sent back to the days before Solaris was experimented upon. Elise took the tiny white flame and snuffed it out, thus ensuring the disastrous split never occurred. And so Mephiles and Iblis never existed. While the time paradox seems to have safely dealt with Solaris and preserved the world, you never know what slips between the cracks of time.

IBLIS (1), MEPHILES (2) & SOLARIS (3)